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(54) **METHOD AND APPARATUS FOR DYNAMIC DISTRIBUTION OF CONTROLLED AND ADDITIONAL SELECTIVE OVERLAYS IN A STREAMING MEDIA**

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See application file for complete search history.

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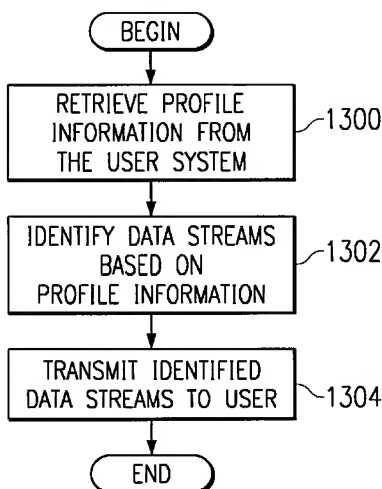
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(57) **ABSTRACT**

A method and apparatus for providing a tailored content stream to respective clients from a server. A client profile is generated for each of the respective clients. From a plurality of related streams, streams are selected to send to each respective client based on the respective client profile. Each respective client is sent only the respective selected streams for the client.

**34 Claims, 6 Drawing Sheets**



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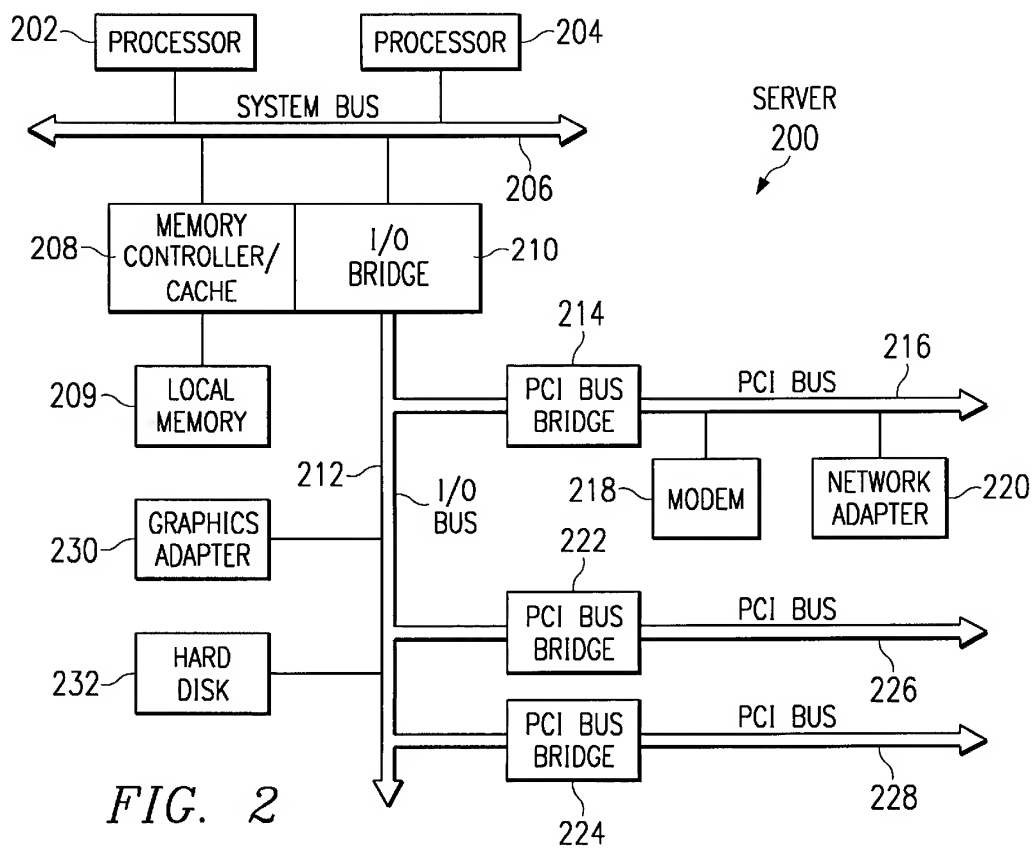
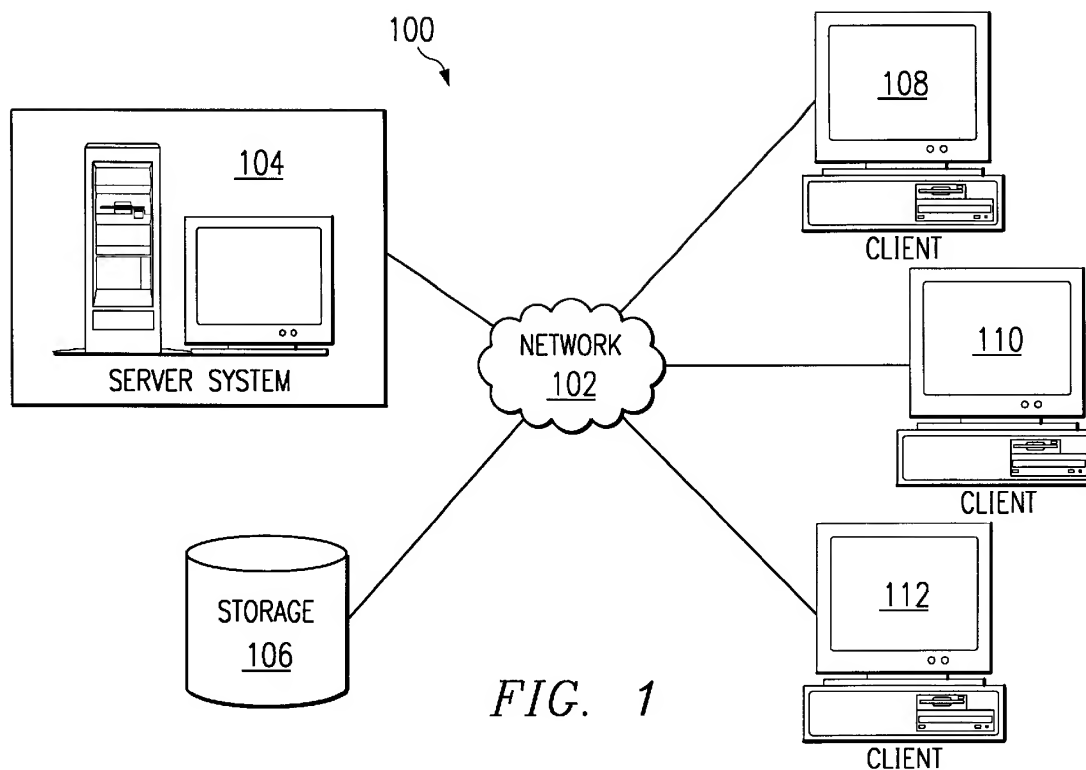
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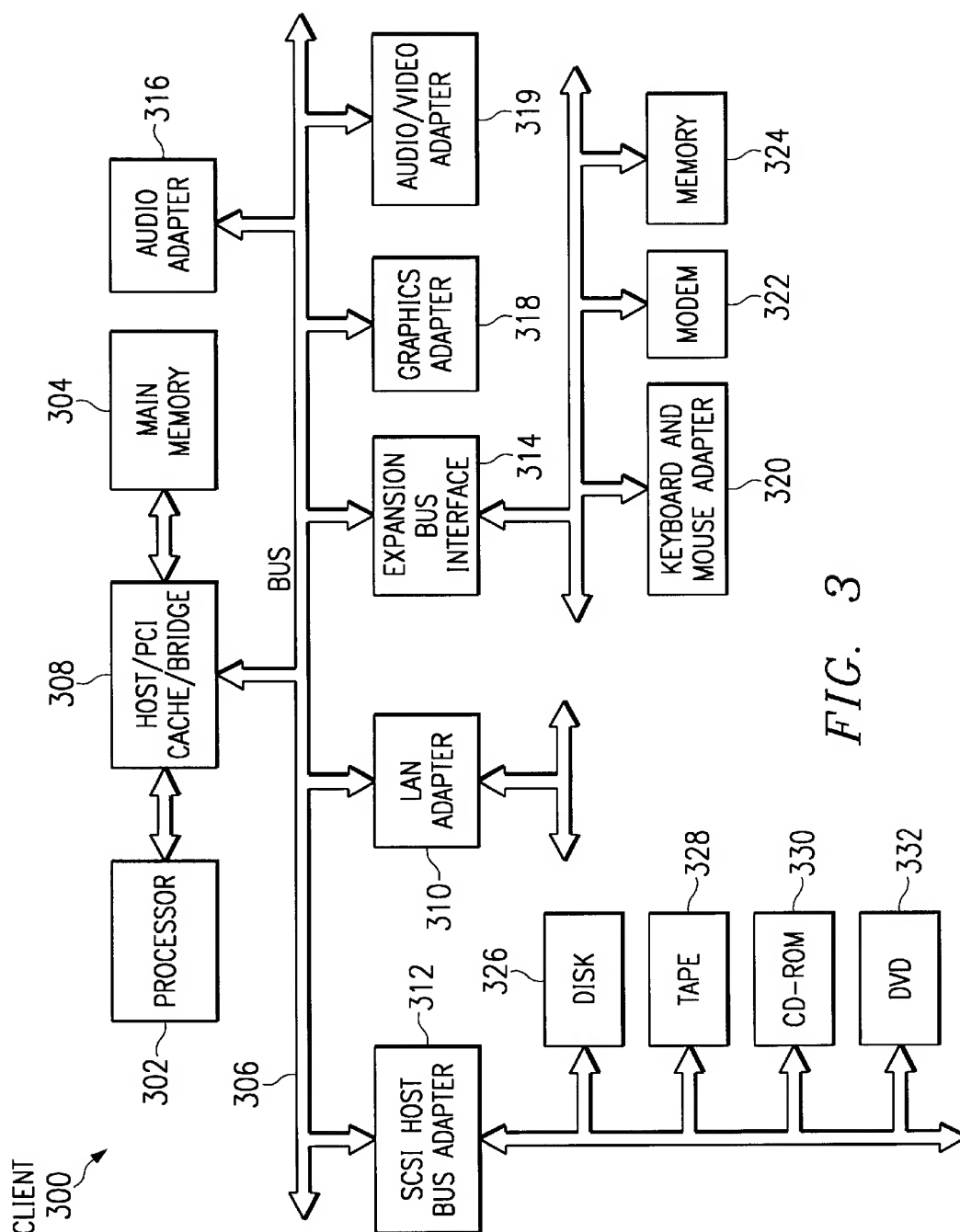
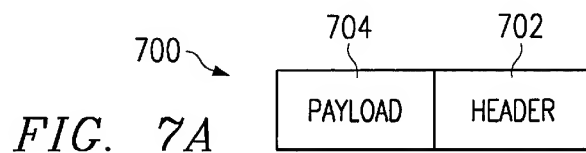
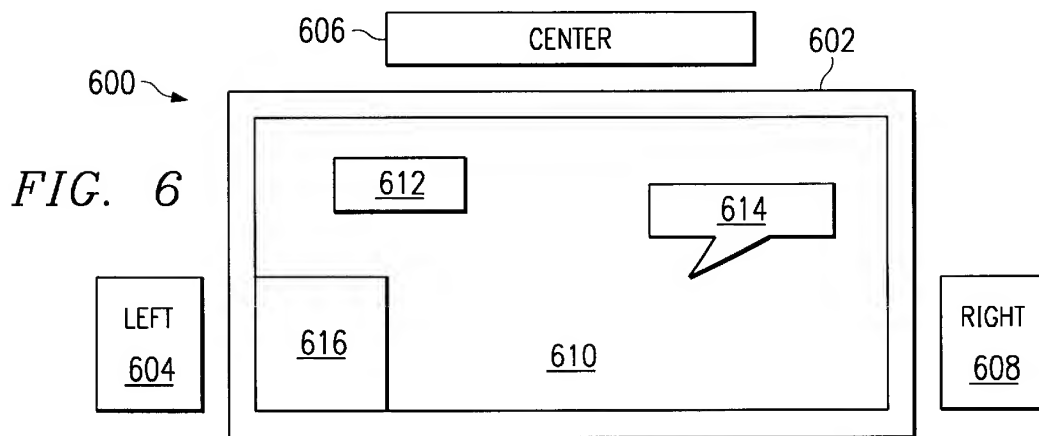
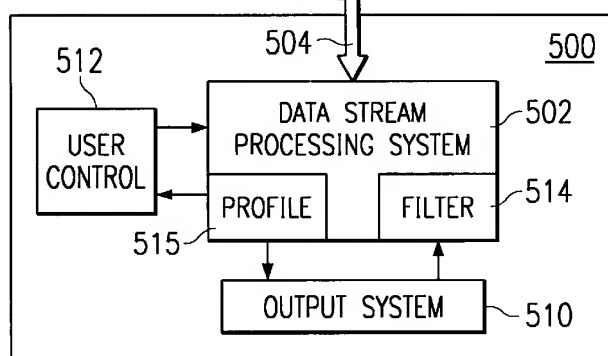
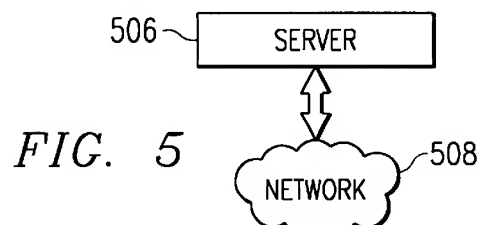
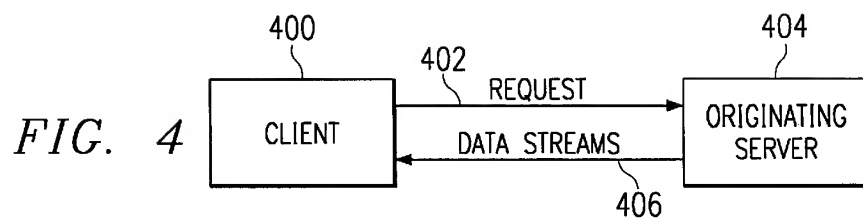
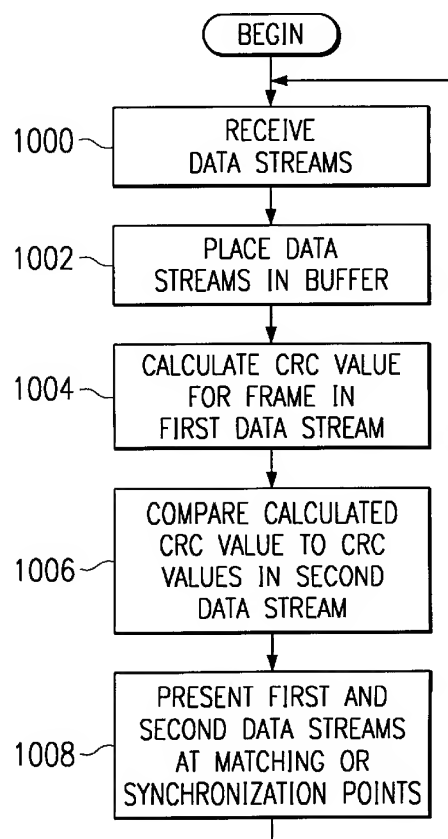
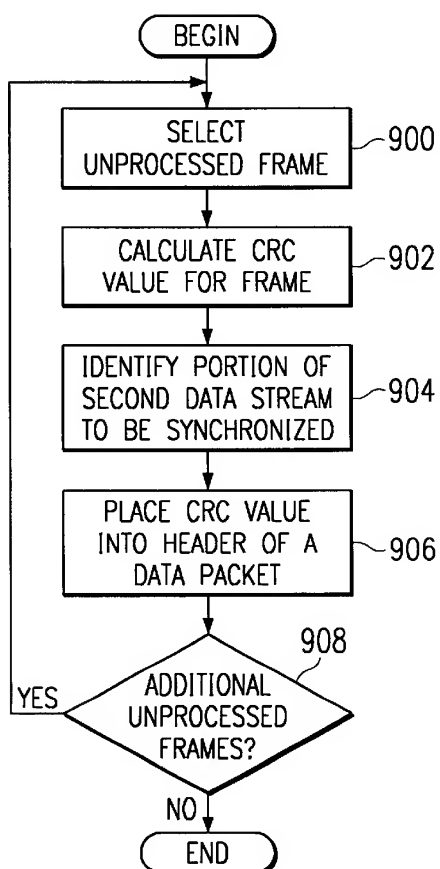
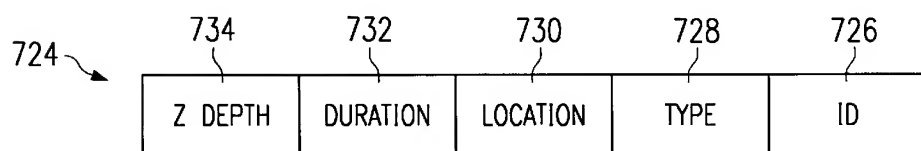
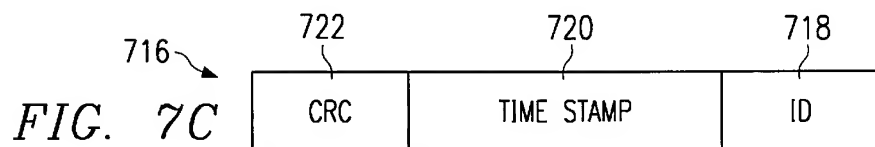
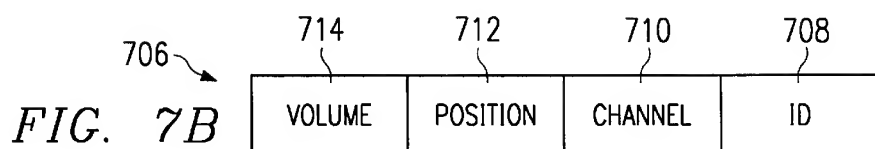


FIG. 3





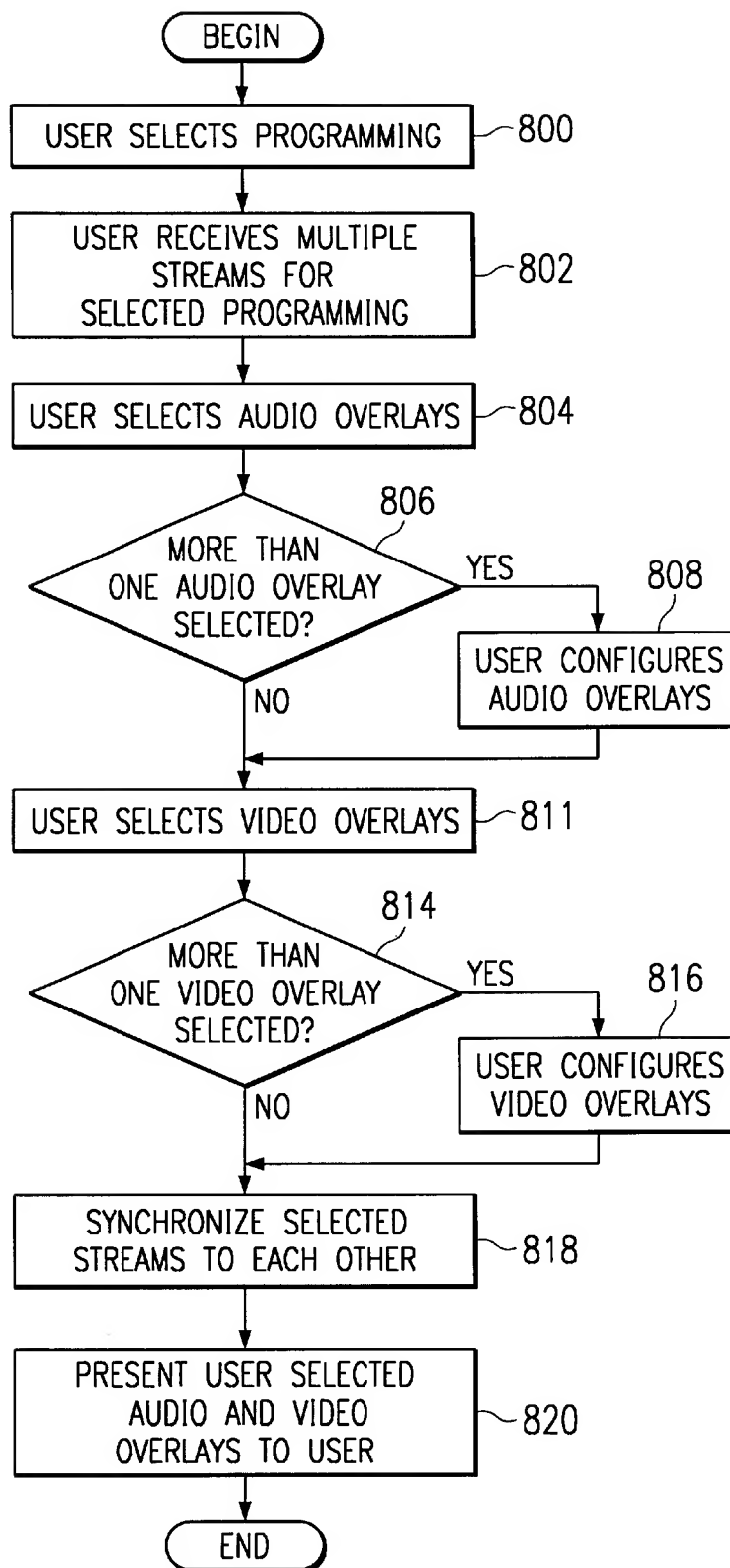
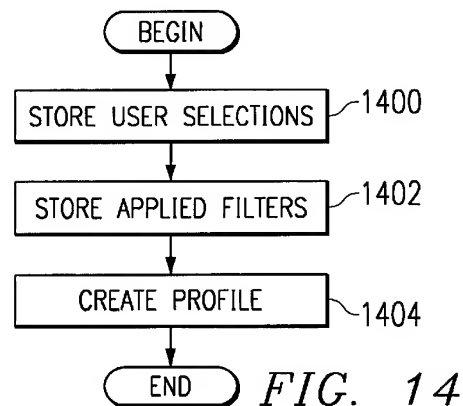
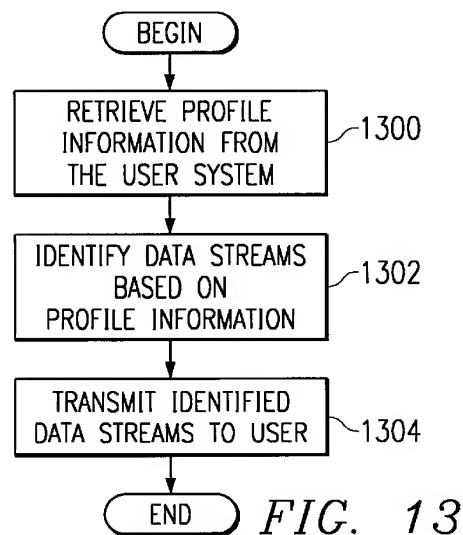
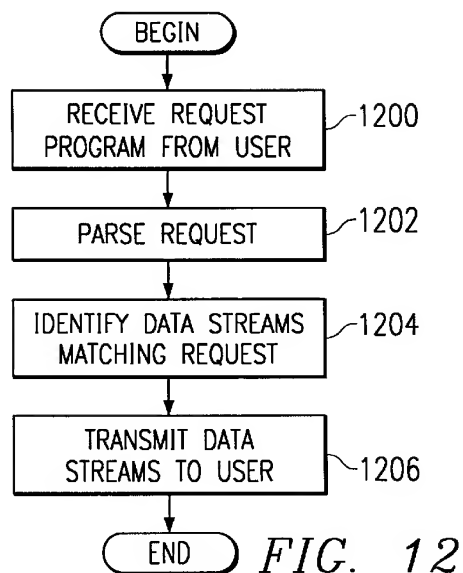
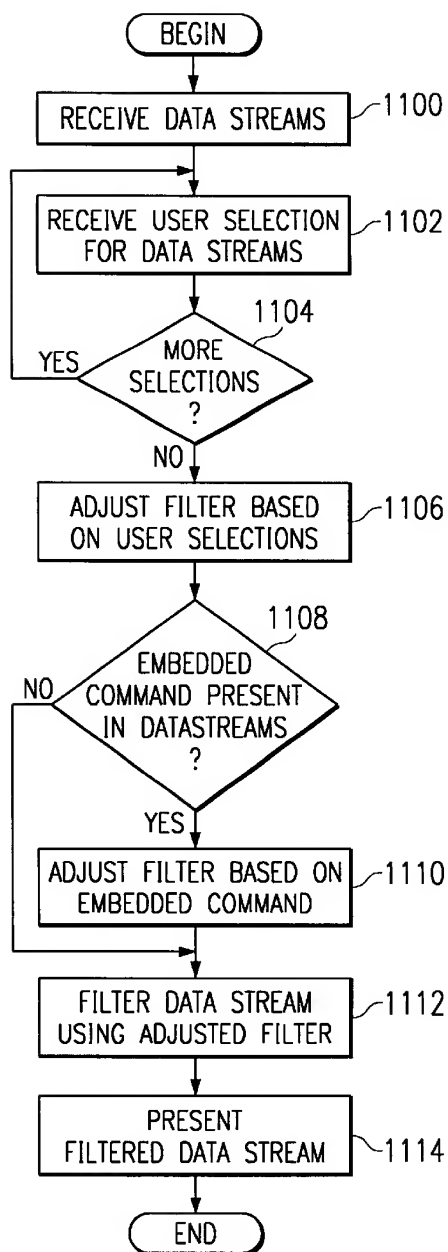


FIG. 8





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# METHOD AND APPARATUS FOR DYNAMIC DISTRIBUTION OF CONTROLLED AND ADDITIONAL SELECTIVE OVERLAYS IN A STREAMING MEDIA

## CROSS REFERENCE TO RELATED APPLICATIONS

The present invention is related to applications entitled METHOD AND APPARATUS FOR USER-CONTROLLED SELECTIVE OVERLAY IN A STREAMING MEDIA, Ser. No. 09/409,594; and METHOD AND APPARATUS FOR DYNAMIC TARGETING OF STREAMING MEDIA USING STATISTICAL DATA, Ser. No. 09/409,601; all of which are filed even date hereof, assigned to the same assignee, and incorporated herein by reference.

## BACKGROUND OF THE INVENTION

### 1. Technical Field

The present invention relates to the field of computer software and, more particularly, to methods of controlling and providing additional selective overlays in a streaming media.

### 2. Description of Related Art

Internet, also referred to as an "internetwork", in communications is a set of computer networks, possibly dissimilar, joined together by means of gateways that handle data transfer and the conversion of messages from the sending network to the protocols used by the receiving network (with packets if necessary). When capitalized, the term "Internet" refers to the collection of networks and gateways that use the TCP/IP suite of protocols.

The Internet has become a cultural fixture as a source of both information and entertainment. Many businesses are creating Internet sites as an integral part of their marketing efforts, informing consumers of the products or services offered by the business or providing other information seeking to engender brand loyalty.

However, currently, the Internet has not reached the level of popular use encountered by more traditional media sources such as television. Information from these more traditional media is typically broadcast in mass, often too many people who have no interest in the information. Because, for any individual, so much of the information is of little or no interest, much wanted information is lost in the information overflow from unwanted sources. Even the Internet, although providing more specialized information than other media, does not provide and tailor information for individual consumer's taste.

Furthermore, traditional media, and even the Internet in some respects, lack methods to specifically target advertisements to specific individual viewers. Additionally, methods of determining the viewing tastes of and gathering feedback regarding programming preferences from individual viewers is crude at best. The best methods currently available merely target programming and advertising to particular demographics based on rough statistics of what kind of individual is likely to be enjoy a particular program type. Furthermore, presently, methods for controlling the media delivered to viewers does not allow for fine tuning to cater to each individual.

Therefore, there is a need to provide methods for more selectively controlling the media streams delivered to individuals such that greater viewer satisfaction is achieved. Additionally, there is a need to provide methods for provid-

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ing advertisements to viewers that have been more selectively tailored so as to more effectively capture the viewers attention. Furthermore, there is a need for methods of determining, in real time, viewer preferences such that programming may be dynamically tailored to be more pleasing to the viewer.

Therefore, it would be advantageous to have a method and apparatus for allowing customization of programming by a content provider.

## SUMMARY OF THE INVENTION

The present invention provides a method and apparatus for providing a tailored content stream to respective clients from a server. A client profile is generated for each of the respective clients. From a plurality of related streams, streams are selected to send to each respective client based on the respective client profile. Each respective client is sent only the respective selected streams for the client.

## BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself, however, as well as a preferred mode of use, further objectives and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

FIG. 1 is a diagram of a distributed data processing system in which the present invention may be implemented in accordance with a preferred embodiment of the present invention;

FIG. 2 is a block diagram of a data processing system, which may be implemented as a server system is depicted in accordance with the present invention;

FIG. 3 is a block diagram of a data processing system in which the present invention may be implemented;

FIG. 4 is a block diagram broadly illustrating the process of the present invention;

FIG. 5 is a block diagram of functional components used in the selection of media streams depicted in accordance with the present invention;

FIG. 6 is a diagram illustrating an example display depicted in accordance with a preferred embodiment of the present invention;

FIGS. 7A-7D are diagrams illustrating data structures contained within data streams sent to a client depicted in accordance with a preferred embodiment of the present invention;

FIG. 8 is a flowchart of a process used to process data streams depicted in accordance with a preferred embodiment of the present invention;

FIG. 9 is a flowchart of a process for generating CRC values for use in synchronizing data streams depicted in accordance with a preferred embodiment of the present invention;

FIG. 10 is a flowchart of a process for synchronizing data streams using CRC data depicted in accordance with a preferred embodiment of the present invention;

FIG. 11 is a flowchart of a process for filtering data depicted in accordance with a preferred embodiment of the present invention;

FIG. 12 is a flowchart of a process to customize a program for a user depicted in accordance with a preferred embodiment of the present invention;

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FIG. 13 is a flowchart of a process for retrieving user selection information depicted in accordance with a preferred embodiment of the present invention; and

FIG. 14 is a flowchart of a process for creating a profile depicted in accordance with a preferred embodiment of the present invention.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference now to the figures and in particular with reference to FIG. 1, a diagram of a distributed data processing system in which the present invention may be implemented is depicted in accordance with a preferred embodiment of the present invention. Distributed data processing system 100 contains network 102, which is the medium used to provide communications links between various devices and computers connected within distributed data processing system 100. Network 102 may include permanent connections, such as wire or fiber optic cables, or temporary connections made through telephone connections.

In the depicted example, server system 104 is connected to network 102, along with storage unit 106. Server system 104 may contain one or more server computers for providing data streaming. For example, a server may be used to administer and control data streams while another server within server system 104 is employed to originate resource data streams to clients. The information in these data streams may be stored within server system 104 or on a remote storage device, such as storage device 106. In addition, clients 108, 110 and 112 are also connected to network 102. These clients, 108, 110 and 112, may be, for example, without limitation, personal computers, set top boxes, web TV units, or any other hardware unit for receiving data streams. Clients 108, 110 and 112 are clients to server system 104. In the depicted example, server system 104 provides data streams to clients 108–112. Distributed data processing system 100 may include additional servers, clients, and other devices not shown.

Clients 108, 110, and 112 include mechanisms for mixing and filtering data streams received from server system 104 or other server systems not shown. These mechanisms may be implemented in hardware, software, firmware, or some combination thereof in the depicted examples.

Distributed data processing system 100 may be, for example, the Internet, with network 102 representing a worldwide collection of networks and gateways that use the TCP/IP suite of protocols to communicate with one another. At the heart of the Internet is a backbone of high-speed data communication lines between major nodes or host computers consisting of thousands of commercial, government, education, and other computer systems that route data and messages.

Another implementation for network 102 is as a broadband network, also referred to as a broadband integrated services digital network (BISDN). In such a network, broadband services typically provide channels capable of supporting data transmission rates of greater than 1.5 Mbps or a primary rate in integrated services digital network (ISDN), T1, or DS1. In broadband system, the type of transfer mode typically is a synchronous transfer mode (ATM) with the use of synchronous optical network (SONET) and intelligent network (IN) technologies as providing the framework for ISDN. In such a network, information including voice, data, video, and audio are transferred through the network to various clients.

Further, network 102 also may be a cable communications system depending on the implementation. Of course, dis-

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tributed data processing system 100 also may be implemented as a number of different types of networks such as, for example, an intranet or a local area network. FIG. 1 is intended as an example and not as an architectural limitation for the processes of the present invention.

Referring to FIG. 2, a block diagram of a data processing system, which may be implemented as a server system, such as server system 104 in FIG. 1, is depicted in accordance with the present invention. Data processing system 200 may be employed as a video server or other application server within a server system.

Data processing system 200 may be a symmetric multiprocessor (SMP) system including a plurality of processors 202 and 204 connected to system bus 206. Alternatively, a single processor system may be employed. Also connected to system bus 206 is memory controller/cache 208, which provides an interface to local memory 209. I/O bus bridge 210 is connected to system bus 206 and provides an interface to I/O bus 212. Memory controller/cache 208 and I/O bus bridge 210 may be integrated as depicted.

Peripheral component interconnect (PCI) bus bridge 214 connected to I/O bus 212 provides an interface to PCI local bus 216. A number of modems 218–220 may be connected to PCI bus 216. Typical PCI bus implementations will support four PCI expansion slots or add-in connectors. Communications links to network computers 108–112 in FIG. 1 may be provided through modem 218 and network adapter 220 connected to PCI local bus 216 through add-in boards.

Additional PCI bus bridges 222 and 224 provide interfaces for additional PCI buses 226 and 228, from which additional modems or network adapters may be supported. In this manner, server 200 allows connections to multiple network computers. A memory mapped graphics adapter 230 and hard disk 232 may also be connected to I/O bus 212 as depicted, either directly or indirectly.

Those of ordinary skill in the art will appreciate that the hardware depicted in FIG. 2 may vary. For example, other peripheral devices, such as optical disk drives and the like, also may be used in addition to or in place of the hardware depicted. The depicted example is not meant to imply architectural limitations with respect to the present invention.

The data processing system depicted in FIG. 2 may be, for example, an IBM RS/6000, a product of International Business Machines Corporation in Armonk, N.Y., running the Advanced Interactive Executive (AIX) operating system.

With reference now to FIG. 3, a block diagram of a data processing system in which the present invention may be implemented is illustrated. Data processing system 300 is an example of a computer. Data processing system 300 employs a peripheral component interconnect (PCI) local bus architecture. Although the depicted example employs a PCI bus, other bus architectures, such as Micro Channel and ISA, may be used. Processor 302 and main memory 304 are connected to PCI local bus 306 through PCI bridge 308. PCI bridge 308 may also include an integrated memory controller and cache memory for processor 302. Additional connections to PCI local bus 306 may be made through direct component interconnection or through add-in boards. In the depicted example, local area network (LAN) adapter 310, SCSI host bus adapter 312, and expansion bus interface 314 are connected to PCI local bus 306 by direct component connection. In contrast, audio adapter 316, graphics adapter 318, and audio/video adapter (A/V) 319 are connected to PCI local bus 306 by add-in boards inserted into expansion

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slots. Expansion bus interface **314** provides a connection for a keyboard and mouse adapter **320**, modem **322**, and additional memory **324**. In the depicted example, SCSI host bus adapter **312** provides a connection for hard disk drive **326**, tape drive **328**, CD-ROM drive **330**, and digital video disc read only memory drive (DVD-ROM) **332**. Typical PCI local bus implementations will support three or four PCI expansion slots or add-in connectors.

An operating system runs on processor **302** and is used to coordinate and provide control of various components within data processing system **300** in FIG. 3. The operating system may be a commercially available operating system, such as OS/2, which is available from International Business Machines Corporation. "OS/2" is a trademark of International Business Machines Corporation. An object oriented programming system, such as Java, may run in conjunction with the operating system, providing calls to the operating system from Java programs or applications executing on data processing system **300**. Instructions for the operating system, the object-oriented operating system, and applications or programs are located on a storage device, such as hard disk drive **326**, and may be loaded into main memory **304** for execution by processor **302**.

Those of ordinary skill in the art will appreciate that the hardware in FIG. 3 may vary depending on the implementation. For example, other peripheral devices, such as optical disk drives and the like, may be used in addition to or in place of the hardware depicted in FIG. 3. The depicted example is not meant to imply architectural limitations with respect to the present invention. For example, the processes of the present invention may be applied to multiprocessor data processing systems. Additionally, data processing system **300** may take the form of a notebook computer or a personal digital assistant (PDA). Further, the data processing system may be, for example, without limitations, a television or settop cable box containing appropriate hardware and software for implementing processes of the present invention.

The present invention provides a method, apparatus, and computer implemented instructions for decreasing bandwidth usage and for providing increased client customization of programs or events. The mechanism of the present invention is directed towards tailoring a multimedia presentation on a multimedia data processing system. This is accomplished by breaking up a program or event into different data streams for different audio and video components. Additional optional data streams may be added to allow for customization of the program or event. A data processing system may receive a set of video and audio streams associated with a program or event. These data streams may be selectively presented based on user input. Depending on the user input, some portions of the video and audio data streams may be presented while other data streams are unrepresented. Further, user input may selectively place a video stream on a display in different locations. Also, information streams containing text and/or graphics may be received and selectively displayed in association with the presentation of the program or event. The combination of these data streams at the user site provides for customization without requiring broadcasting of multiple versions of an event to viewers.

By allowing a viewer to customize a program or event, bandwidth usage may be reduced because program originators do not have to broadcast multiple versions of a program or event for different geographical regions or different viewer basis.

More specifically, the present invention provides a mechanism to allow a content provider to provide programs

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or events to users in the form of multiple data streams. The mechanism of the present invention allows a content provider to control data streams sent to a user based on input and other data received from a user. The user information may take the form of a filter profile, which contains information about selections made by a user. The filter profile also may contain other information such as location and demographic information that may or may not be used in tailoring and customizing a program for a user. The present invention also provides a mechanism for presenting data streams on a user system that the content provider feels is important for the user to see or hear even though the user may not have selected these data streams. For example, an embedded command may be included in the data streams sent to the user to cause a multimedia system to present a data stream that the content provider wants presented even though the user may not have selected that particular data stream.

Turning now to FIG. 4, there is shown a block diagram broadly illustrating the process of the present invention. A client **400**, such as data processing system **300** in FIG. 3, sends a request **402** for programming content to an originating server **404**. Originating server **404** is a data processing system, such as data processing system **200** in FIG. 2, and is the host for the programming content requested by client **400**. Originating server **404** sends the requested programming as a set of data streams **406** back to client **400**. Data streams **406**, may be used to present programming or events to a user at client **402**. Furthermore, data streams **406** may comprise one or more video stream components, one or more information stream components, and one or more audio stream components.

Client **400** and originating server **404** have been described and illustrated in FIG. 4 as though they are directly connected. However, client **402** and originating server **404** are preferably part of a distributed data processing system such as distributed data processing system **100** in FIG. 1 and are linked together via a network, such as network **102**.

The environment illustrated in FIG. 4 may be a one way environment or a two way environment. In a one way environment, the server sends data to the client, but does not receive data from the client. In this case, a client receives a full range of data streams from the server. A filter is used to allow data streams selected by the user to be presented while non selected data streams remain unexposed to the user. A profile about the user may be created based on the user input. This profile contains customization information based on user input as well as information about the user at the client. This information may include, for example, an identification of preferences, data stream selections, as well as circumstantial information, such as location.

In a two way environment, the server sends data to the client and the client sends data back to the server. In such an environment the server for the content provider sends only selected data streams to the client based on a profile received from the client.

Turning next to FIG. 5, a block diagram of functional components used in the selection of media streams in accordance with the present invention is depicted. In this example, client **500** includes a data stream processing system **502** to receive data streams **504** from a server **506** through network **508** for output to output system **510**. Server **506** in this example is a source for content from a content provider. The selection of data streams received from network **504** are controlled through user control **512**, which controls data stream processing system **502**. User control

512 is used to manipulate or adjust filter 514, which filters data streams 504 in data stream processing system 502 to selectively present data streams 504 on output system 510. Also present in data streaming processing system 502 is a profile 515, which may be generated based on user preference setting, data stream selections, and filters applied. For example, profile 515 may include information identifying current volume settings at client 500. A low volume setting below some threshold may indicate that the users are not really watching or paying attention to the event. Profile 515 also may include other information, such as, for example, the geographic location of client 500. Multiple data streams may be received from network 508 through connection 504. These data streams may be, for example, audio, video, text, graphics, or other information that may be displayed through output system 510 to a user of client 500. Selection filtering of data streams from network 508 by data stream processing system 502 are controlled through user control 512. The selected data stream or selected portions of data streams are displayed to user through output system 510, which may be used to drive displays and audio output devices, such as a high definition television or speakers. Further, video streams may be configured for parameters, such as, for example, opacity and scaling.

With reference now to FIG. 6, a diagram illustrating an example display is depicted in accordance with a preferred embodiment of the present invention. In this example, a presentation system 600 is presented with a display unit 602, audio sources 604, 606, and 608. Presentation system 600 is the part of a client through which the user sees and hears programs. In this example, audio source 604 is a left speaker while audio source 608 is a right speaker. Audio source 606 is the center speaker in this example. The video 610 is displayed in display 602 with text box 612, text box 614, and video 616. Video 610 is the primary data stream in this example with text box 612 and text box 614 being overlaid over video 610.

Text box 612 and text box 614 are generated from two data streams in this example. Text box 612 is a stationary text box, which may be used to provide information, such as statistics about the program, upcoming programs, or any other information the user may select. Text box 614 in this example is a "pop-up," which may be used to provide information about a particular object or person in video 610.

Additionally, the data packets in text box 614 may include data to reposition text box 614 to follow a particular object or person. Video 616 is displayed using another data stream to provide additional viewing for the user. For example, video 616 may provide different perspectives in the program or may illustrate scenes not currently displayed within video 610. Initially, the user may select various audio streams for feed through 604, 606, and 608. For example, if the programming being displayed is a sporting event, the user might select a particular player and have audio information about that player played over 608 or have direct feeds from a microphone located on the player played through 604.

By way of example, consider a football game being broadcast across the Internet or a broadband network. The end user is able to select from and mix several audio streams. For example, the quarterback microphone of either team, the coach's microphone of either team, and/or the announcers, of which, there could be several (e.g., John Madden, Phil Simms, Howie Long, Bruce Beadle, Michael Paolini, etc.). In this manner, the user is able to tune-out (deselect) John Madden if they find him offensive. The user might instead choose to listen to the Quarterback microphone of the 49er's (or the opposing team, or another announcer of their choice,

or to listen in another language entirely) without having to change the channel/coverage.

Carrying the football example further, with the present invention, it is possible to have a separate audio track for viewers that are new to the sport. This separate audio track would explain the rules of the game and what is happening in additional detail. It would also explain the technical jargon particular to football. The user may choose to have this additional information presented as a text stream.

In yet another example of the use of the present invention, continuing with the football theme, the user could place team A's player voices on the right channels with team B's player voices on the left channels and the announcers' voices on the rear channels. Furthermore, the user could select the player with the ball such that this player's voice is always on the center channel.

One primary data stream representing the video (which does not change no matter which audio overlay streams are selected), and many small add-on data streams representing audio or video overlays may be used to present the program. These streams could be mixed together or assigned to channels (right, left, rear, center, etc.) and/or 3-D positional locations using the latest "Dolby Digital" from Dolby Laboratories and other similar technologies. In addition, the volume could be adjusted on a per-overlay basis. More information on technologies, such as "Dolby Digital" may be found in U.S. Pat. No. 5,912,976.

With respect to video overlays, several video overlays can also be streamed and selected in a manner similar to the audio streaming and mixed to "overlay" the final video. If, for example, the desired overlay was a balloon shaped pop-up at a certain video display position containing some text, then the additional overlay stream would not have to be video itself, but rather the information to create the overlay video. Therefore, the size of the data stream would be much, much smaller than a primary video stream. Additionally, unrelated information in addition to the data streams selected for an event, such as, for example, stock market data or news headlines also may be provided to the user. If, for example, the event or programming being viewed is that of a football game, it is possible to have a video overlay stream dedicated to displaying pop-up balloons with data, such as statistics on players in which these pop-up balloons may appear over the players themselves. Additionally, betting odds, other interesting facts about the players, or rules and information about events may be displayed in this manner. Another type of data stream may include embedded pictures of players with biographies tagged on as well.

For other types of programming, other pop-up windows may be provided. For example, for a murder mystery show, pop-up windows giving clues about future events may be displayed or facts about actors, the script, or director also may be displayed in association with the program.

In this manner, in the context of the football game example, it is possible to have video overlay streams dedicated to displaying pop-up balloon(s) with data such as: statistics on players (they very well might appear over the players themselves), betting odds, odd or interesting facts, information explaining what is happening and rules (for novices), a summary of different on-going sporting event data (such as scores and statistics from other games in progress), stock market data, and news headlines to provide but a few examples. Another stream type might contain embedded pictures of the players with bios tagged on as well.

In another embodiment, it is possible to make the overlays selectable. That is to say that the user might do the equivalent

lent of “clicking” on one, to trigger additional overlay streams, or lock it in place. For example, selecting a player’s “name overlay” might for example bring up an overlay with that player’s biography. In a one-way system, this could be done by having an overlay channel which continually cycles through all the players biographies, and having the client “select” the one of interest at the time of broadcast.

Additionally, the user could select between the different options using their client and thus have a lot more control of the information they would like to see and hear during a broadcast.

Turning now to FIGS. 7A–7D, diagrams illustrating data structures contained within data streams sent to a client are depicted in accordance with a preferred embodiment of the present invention. In FIG. 7A, a data packet **700** is shown in which the data packet includes a header **702** and a payload **704**. Header **702** contains information used in routing and handling data contained within payload **704** of data packet **700**.

In FIG. 7B, an example of header information found within a data packet, such as data packet **700**, is shown. In this example, header **706** includes an ID field **708**, a channel field **710**, a position field **712**, and a volume field **714**.

In this example, header **706** is a header identifying an audio packet. ID field **708** is used to identify the type of data packet. Channel field **710** in this example may be used to identify the channel or channels in which the data packet is to be presented to the user. For example, channel field **710** may be used to identify channels such as those in a surround system. The channels may be, in this example, right, left, rear, or center. Additionally, position field **712** also is included such that three dimensional positional locations using sound technologies such as Dolby Digital may be employed. This positional information may provide a default positioning that may be altered by a user. Volume field **714** is included to allow for adjusting the volume of the data in this data packet relative to other data packets to allow for overlays or emphasis for different data streams. Other fields may be used in addition to or in place of fields shown in header **706** for presenting audio information.

In FIG. 7C, a header **716** is an example of header information found in a video packet used in a video stream. In this example, header **716** includes an ID field **718**, a time stamp field **720**, and a CRC field **722**. ID field **718** is used to identify the type of data contained within the packet, while time stamp **720** in this example is used for synchronization purposes. CRC field **722** may be used for error checking or synchronization purposes depending upon the implementation. If CRC field **722** is used for synchronization purposes, the CRC data is calculated for another data stream and placed within this field prior to being transmitted or broadcast to a viewer. The CRC data may be, for example, calculated for a frame or a portion of a frame in the other data stream. When this data stream and the other data stream are received, CRC data is calculated for a frame in the other data stream. This calculated CRC data is compared with the CRC data stored in CRC field **722**. Matches between these CRC values are used to identify synchronization points between the two data streams.

Next, in FIG. 7D, another example of a header used for data packets in a video stream is illustrated. Header **724** includes an ID field **726**, a type field **728**, a location field **730**, a duration field **732**, and a z depth field **734**. ID field **726** is used to identify the data packet as containing video data. Type field **728** in this example may be used to identify the type of video, such as text, or a frame in a moving video

stream. Location field **730** may be used to identify the location on the screen at which the data is to be displayed. Duration field **732** may identify the amount of time the data is to be displayed. Z depth field **734** may be used to identify the depth or order in which the data is to be displayed relative to other video streams. The depth is used to determine the order in which video streams or overlays are displayed on the display.

In the example, header **724** is an example of a header used for a video stream containing text to be displayed as a balloon or pop-up on the screen. In this case, duration field **732** identifies how long the text is to be displayed while the z depth field **734** identifies where the text is to be located with respect to other video streams. Location field **730** provides the xy location on the screen. In the text for display in the pop-up would be found in the payload. In this manner, a video overlay stream dedicated to displaying text, may be used along with moving video data streams.

Turning now to FIG. 8, a flowchart of a process used to process data streams is depicted in accordance with a preferred embodiment of the present invention. To start, a user selects programming to be retrieved from a distributed database (step **800**). The user receives multiple video and audio streams corresponding to the selected program (step **802**). The user selects audio streams (step **804**), either directly in real time or through the use of user defined configurations, and, if more than one audio stream is selected (step **806**), then the user configures the presentation profile for the selected audio streams (step **808**). For example, if three audio streams are chosen, the user could configure the system to play one audio stream on the left channel, one audio stream on a center channel, and one audio stream on a right channel. Alternatively, the user could configure the presentation of the selected audio streams such that the volume of one audio stream is louder than the volume of the other two audio streams.

Next, the user selects, from the plurality of video streams received, one or more video streams to be displayed (step **811**). If more than one video stream is selected (step **814**), then the user configures the presentation of the multiple video streams (step **816**). For example, one video stream could be presented on the left side of the video display and a second video stream could be presented on the right side of the video display. In another example, one video stream might occupy the entire video display screen, while a second video stream was placed in a smaller window within the first video stream. Also, video streams are configurable for such things as opacity and scaling, as well as other factors. Opacity is the semi-transparency as seen in menus overlaid on an event in which the event can be seen through the menu. Scaling may be employed to size display of a video stream on a display device.

Once the media streams are selected and configured by the user, the audio and video streams are synchronized to each other (step **818**) and presented to the user in a user configured manner (step **820**) with the process terminating thereafter.

With reference again to step **806**, if more than one audio stream is not selected, then the process proceeds to step **811** as described above. With reference again to step **814**, if more than one video stream is not selected, the process proceeds to step **818** as described above.

Several mechanisms may be employed to synchronize the data streams. For example, a time stamp may be sent with each packet of data in each media stream, then each selected data stream is synchronized to be presented to the user such that data packets with identical time stamps are presented at the same time.

Each data stream also may contain a spike in the data that appears at a periodic rate. The spike in the data may be, for example, a data packet that contains no video or audio. Further, each data stream contains a larger spike that appears at a longer periodic rate. For example, the shorter spike may appear every 30 frames wherein the larger spike appears every 10 seconds. The selected data streams may be synchronized such that they are presented to the user such that the spikes appear in the data streams simultaneously. The longer spike enables the system to resynchronize itself periodically if the data streams have become separated by a period of one or two smaller data spikes.

In a third method of synchronization, cyclic redundancy check (CRC) values. Synchronizing data streams using a CRC data involves calculating CRC data for a first data stream and placing those calculated values in the headers of data packets in the second data stream. The CRC values are placed in data packets in the second data stream that should be synchronized with data packets in the first data stream.

Turning to FIG. 9, a flowchart of a process for generating CRC values for use in synchronizing data streams is depicted in accordance with a preferred embodiment of the present invention. The process illustrated is used for video streams, but may be applied to other types of data streams.

The process begins by selecting an unprocessed frame (step 900). This step selects the first unprocessed frame for content that will be transmitted as a data stream. A CRC value is then calculated for the frame (step 902). The CRC value may be calculated for an entire frame or different portions of the frame. For example, the CRC value may be based on the first five bytes of the frame, five bytes in the middle of the frame, and the last five bytes in the frame.

Next, the portion of a second data stream that is to be synchronized with this frame is identified (step 904). The CRC value is then placed into the header of a data packet for that portion of the data stream (step 906). A determination is then made as to whether additional unprocessed frames are present for processing (step 908). If additional unprocessed frames are present, the process returns to step 900. Otherwise, the process terminates.

The process in FIG. 9 may be used when the data streams are transmitted or broadcast. Alternatively, these processes may be initiated prior to transmitting or broadcasting a data stream. In such a case, the CRC values may be stored and added to the second data stream when that data stream is transmitted.

Turning now to FIG. 10, a flowchart of a process for synchronizing data streams using CRC data is depicted in accordance with a preferred embodiment of the present invention. The processes illustrated in FIG. 9 may be implemented at the viewer site to synchronize incoming data streams for presentation of a program or event.

The process begins by receiving data streams (step 1000). In step 1000, the data streams are received for presentation. These data streams are placed in a buffer prior to presentation (step 1002). A CRC value is calculated for a frame in the first data stream stored in the buffer (step 1004). Thereafter, the calculated CRC value is compared to CRC values in the second data stream stored in the buffer to identify a point in the second data stream containing a matching CRC value (step 1006). In the depicted examples, CRC values are placed within headers in the second data stream at points where the CRC value should match a calculated CRC value from a portion of the first data stream. Thereafter, the first and second data stream are presented at the matching or synchronization points (step 1008) with the process then

returning to step 1000. The present invention could be implemented via one-way or two-way communication depending on the bandwidth of the network type in use.

Thus, the present invention provides a customized experience for a user. The present invention provides this customized experience by providing a number of different types of data streams, audio and video, which are delivered to a client in which the client may select from these data streams to customize the program or event being viewed by the user. Further, the present invention allows for decreasing the amount of bandwidth needed to provide customized programming. This advantage is provided by sending data streams that may be selectively presented for a customized program or event, rather than creating a new data stream for each desired customization of a program or event.

With reference now to FIG. 11, a flowchart of a process for filtering data is depicted in accordance with a preferred embodiment of the present invention. This process may be used in a system at the user site to select and customize a program.

The process begins by receiving data streams (step 1100). Thereafter, a user selection is received for the data streams (step 1102). A determination is made as to whether additional user selections are to be made (step 1104). If more user selections are to be made, the process returns to step 1102. Otherwise, a filter is adjusted based on the user selection (step 1106). This filter is used to select data streams received from a content provider for presentation. A determination is then made as to whether an embedded command is present in the data streams (step 1108). This step may check data streams both solicited and unsolicited by the user. Embedded commands may be used by the content provided to ensure that some data streams are presented to the user even though the user may not have selected these data streams for presentation. For example, if an important news event occurs, such as a dangerous storm, the content provider will want to make sure that this information is presented to the user. Also, data streams containing advertising may be presented to the user without the user selecting these data streams.

If an embedded command is present in a data stream, the filter is adjusted based on the embedded command (step 1110). The data stream are then filtered using the adjusted filter (step 1112). The filtered data streams are then presented (step 1114) with the process terminating thereafter. In this manner selected data streams may be presented to the user while unselected data streams are never presented to the user. With reference again to step 1108, if an embedded command is absent from the data stream, the process proceeds directly to step 1112 as described above.

Turning now to FIG. 12, a flowchart of a process to customize a program for a user is depicted in accordance with a preferred embodiment of the present invention. This process may be used by a server or source for a content provider to receive customization requests for a program from various users.

The process begins by receiving a request for a program from a user (step 1200). This request may be, for example, the profile from the user system. This profile may include, for example, data streams selected by the user, filters used, location information of the system, and even possibly demographic information for the user. The request is then parsed (step 1202). Data streams matching the requests are identified (step 1204). These data streams include those selected by the user, but also may include data streams selected by the content provider based on the choice of data streams in



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the request. These additional requests may be presented at the user system through embedded commands in the depicted examples. Thereafter, the data streams identified are transmitted to the user (step 1206) with the process terminating thereafter.

With reference now to FIG. 13, a flowchart of a process for retrieving user selection information is depicted in accordance with a preferred embodiment of the present invention. This process may be used by a content provider to customize programming for a user without requiring the user to send requests to the content provider.

The process begins by retrieving a profile from the user system (step 1300). Thereafter, data streams are identified based on the information from the profile (step 1302). These identified data streams are then transmitted to the user (step 1304) with the process terminating thereafter. This collection of profile information from a user system is performed in real time in the depicted examples. The information may be collected as user selections are made and preferences are set. Alternatively, the information may be received on a periodic basis depending on the implementation. In this manner, up to date profiles are obtained from which data streams may be identified for transmission to the user from which the information was received. The content is tailored based on current selections and preferences by users. This information is better than demographic information because different users may use a particular multimedia system. Of course, demographic information may be used in conjunction with the profile information collected from users.

Turning now to FIG. 14, a flowchart of a process for creating a profile is depicted in accordance with a preferred embodiment of the present invention. The process begins by storing user selections of data streams and preferences for presentation (step 1400). Thereafter, filters applied by the user are stored (step 1402). A profile is created with the stored information (step 1404) with the process terminating thereafter. This profile also may include other information about the user, such as, for example, a location of the user system.

By targeting streaming media using the mechanism of the present invention, the amount of bandwidth needed to transmit customized programming is reduced. Furthermore, the present invention allows for targeting of streaming media based on profile information, which increases the effectiveness of the information. Not only can the correct audience for the information be found, but the best mode of presentation of the information can also be found. Based on a profile, information may be presented in different forms that the client can easily understand. For example, a person might be a viewer watching a football game with a statistic filter turned on and a filter giving information about a particular team or player. Targeted advertisement has more of an impact because not only are they targeted for the football viewer (as are conventional advertisement methods), but also for a football fan that responds to numbers (information inferred from the statistics filter in use by the fan), and a football fan that is a fan of a team or player (again inferred from the filter in use).

Also, by collecting profiles from clients, customer feedback can be supplied to vendors supplying the streaming media. That is to say, the consumption of media can be measured in real time allowing dynamic reconfiguration of broadcast material. For example, if more clients are receiving one media stream of a certain type more than others, then, perhaps, more variations of that type of stream should be made available. If more clients exist like factoids, then

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more time should be spent finding weird facts about the subject of the programming. If more people listen to different audio streams than watch video overlays, then it is justified to invest more money for audio streams.

Turning now to an example of the present invention in which the user profile is not provided directly via input or selection by a user. Consider, instead, a situation in which the user profile is created by the location of a user. For example, perhaps a person is driving in a car equipped with a global positioning system (GPS) such as The NorthStar System in which information on the current location is fed into the client as a filter preference. The parts of the map shown on a heads up display or an advertisement on an audio stream being received, using the present invention, may be based on the location as well as any other preferences. For example, a stream containing an advertisement for a restaurant or other attraction may be sent to the client when the car is within a specified distance from the restaurant or attraction.

Thus, the present invention provides a method and apparatus for allowing user customization of a program as well as reducing bandwidth required to deliver customized programs. By separating the broadcast of the programming to separate streams, media bandwidth in the broadcast medium is saved. For example, a television show has both sound and video in one stream. To broadcast a show in different languages, the same video is sent with different sound coupled to it. With separate streams of video and audio, one stream of video could support all the different audio streams. The "channel" could act like a filter choosing which audio stream to play along with the video. When X different language are supported by supplying an audio stream for each one and only one video stream, (X-1) times the size of the video is the savings in bandwidth.

It should be noted, that although described with reference to use of the streams by one device, the streams can be used by multiple devices as well. Such modification to the present invention will be obvious to those skilled in the art upon reading this description of the invention. Furthermore, streams can be grouped together for the user to select which streams a device or devices will use. Also the streams are not limited to audio or video, but may include other types of information as well such as, for example, graphics and text.

It is important to note that while the present invention has been described in the context of a fully functioning data processing system, those of ordinary skill in the art will appreciate that the processes of the present invention are capable of being distributed in the form of a computer readable medium of instructions and a variety of forms and that the present invention applies equally regardless of the particular type of signal bearing media actually used to carry out the distribution. Examples of computer readable media include recordable-type media such as a floppy disc, a hard disk drive, a RAM, and CD-ROMs and transmission-type media such as digital and analog communications links. The description of the present invention has been presented for purposes of illustration and description, but is not intended to be exhaustive or limited to the invention in the form disclosed. Many modifications and variations will be apparent to those of ordinary skill in the art. It is important to note that while the present invention has been described primarily in terms of streaming media distributed through a network such as the Internet, the present invention, with appropriate modifications as will be obvious to those of ordinary skill in the art, may also be applied in other contexts such as in broadcast media such as conventional television and in other wireless communication systems employing such communication channels as satellite and microwave transmissions.

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Additionally, although the examples are implemented through the transmission of multiple data streams, additional data streams may be embedded within the main or primary data stream or streams. For example, buffering of frames might be employed in which one frame out of every 31 frames contains the additional content. These frames may be buffered until the content is fully assembled and ready or triggered by some user input.

Although the examples have been given in terms of a football game, other events such as movies or concerts would also be typical offerings. Also, although the examples have used location as a parameter, other client characteristics such as machine capabilities can be used. The embodiment was chosen and described in order to best explain the principles of the invention, the practical application, and to enable others of ordinary skill in the art to understand the invention for various embodiments with various modifications as are suited to the particular use contemplated.

What is claimed is:

1. A method for providing a tailored content stream to respective clients from a server comprising the computer implemented steps of:

receiving requests from a plurality of clients for a given program, said requests including a client profile for each of the respective clients;

from a plurality of related streams, selecting streams to send to each respective client based on the respective client profile to form selected streams; and

sending each respective client only respective selected streams for the client;

wherein the step of generating the client profile comprises the steps of:

gathering inputs from a user at a client for a selected set of streams;

sending the inputs to the server; and

deriving a filter from the set of inputs;

wherein a client profile for a client developed for a prior event is used to filter streams for a new event until new inputs from the client indicate changes to the client profile are desired.

2. The method as recited in claim 1, wherein the client profile is derived at least in part according to client characteristics.

3. The method as recited in claim 2, wherein the client characteristics comprises location.

4. The method as recited in claim 2, wherein the client characteristics comprises machine capabilities of the client.

5. The method as recited in claim 1, wherein client profiles are developed for specific types of events.

6. The method as recited in claim 5, wherein the specific type of event is a sporting event.

7. The method as recited in claim 5, wherein the specific type of event is a concert.

8. The method as recited in claim 5, wherein the specific type of event is a movie.

9. A computer program product in computer readable media for use in a data processing system for providing a tailored content stream to respective clients from a server, the computer program product comprising:

first instructions for generating a client profile for each of the respective clients;

second instructions, from a plurality of related streams, for selecting streams to send to each respective client based on the respective client profile to form selected streams; and

third instructions for sending each respective client only respective selected streams for the client

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wherein the first instructions comprise:

fourth instructions for gathering inputs from a user at a client for a selected set of streams;

fifth instructions for sending the inputs to the server; and

sixth instructions for deriving a filter from the set of inputs;

wherein a client profile for a client developed for a prior event is used to filter streams for a new event until new inputs from the client indicate changes to the client profile are desired.

10. The computer program product as recited in claim 9, wherein the client profile is derived at least in part according to client characteristics.

11. The computer program product as recited in claim 10, wherein the client characteristics comprises location.

12. The computer program product as recited in claim 10, wherein the client characteristics comprises machine capabilities of the client.

13. The computer program product as recited in claim 12, wherein client profiles are developed for specific types of events.

14. The computer program product as recited in claim 13, wherein the specific type of event is a sporting event.

15. The computer program product as recited in claim 13, wherein the specific type of event is a concert.

16. The computer program product as recited in claim 13, wherein the specific type of event is a movie.

17. A system for providing a tailored content stream to respective clients from a server, comprising:

means for generating a client profile for each of the respective clients;

means, from a plurality of related streams, for selecting streams to send to each respective client based on the respective client profile to form selected streams; and means for sending each respective client only respective selected streams for the client;

wherein the means for generating the client profile comprises:

means for gathering inputs from a user at a client for a selected set of streams;

means for sending the inputs to the server; and

means for deriving a filter from the set of inputs;

wherein a client profile for a client developed for a prior event is used to filter streams for a new event until new inputs from the client indicate changes to the client profile are desired.

18. The system as recited in claim 17, wherein the client profile is derived at least in part according to client characteristics.

19. The system as recited in claim 18, wherein the client characteristics comprises location.

20. The system as recited in claim 18, wherein the client characteristics comprises machine capabilities of the client.

21. The system as recited in claim 17, wherein client profiles are developed for specific types of events.

22. The system as recited in claim 21, wherein the specific type of event is a sporting event.

23. The system as recited in claim 21, wherein the specific type of event is a concert.

24. The system as recited in claim 21, wherein the specific type of event is a movie.

25. A method in a data processing system for customizing content, the method comprising the data processing system implemented steps of:

obtaining a plurality of profiles for a plurality of clients, wherein each profile within the plurality of profiles is



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an associated profile associated with a client within the plurality of clients and includes preferences for the client;

selecting data streams for each client within the plurality of clients based on an associated profile and client geographic position data to form a set of customized content for the plurality of clients, wherein the client geographic position data is obtained from a positioning system associated with the client; and

sending the set of customized content to the plurality of clients, wherein customized content is for an event and wherein the steps of obtaining, selecting, and sending are performed periodically such that presentation of the event is customized during presentation of the event in response to changes in the plurality of profiles.

26. The method of claim 25, wherein the preferences include user selections of data streams.

27. The method of claim 25, wherein the event is a sporting event.

28. The method of claim 25, wherein each profile within the plurality of profiles includes a location of a client.

29. The method of claim 25, wherein each profile within the plurality of profiles includes a configuration of a client.

30. A method for providing a tailored content stream to respective clients from a server comprising the computer implemented steps of:

generating a client profile for each of the respective clients;

from a plurality of related streams, selecting streams to send to each respective client based on the respective client profile and client geographic position data to form selected streams, wherein the client geographic position data is obtained from a positioning system associated with the client; and

sending each respective client only respective selected streams for the client, wherein customized content is for an event and wherein the steps of obtaining, selecting, and sending are performed periodically such that presentation of the event is customized during presentation of the event in response to changes in the plurality of profiles.

31. The method as recited in claim 30, wherein the step of generating the client profile comprises the steps of:

gathering inputs from a user at a client for a selected set of streams;

sending the inputs to the server; and

deriving a filter from the set of inputs.

32. A computer program product in computer readable media for use in a data processing system for customizing content, the computer program product comprising:

obtaining a plurality of profiles for a plurality of clients, wherein each profile within the plurality of profiles is an associated profile associated with a client within the plurality of clients and includes preferences for the client;

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selecting data streams for each client within the plurality of clients based on an associated profile and client geographic position data to form a set of customized content for the plurality of clients, wherein the client geographic position data is obtained from a positioning system associated with the client; and

sending the set of customized content to the plurality of clients, wherein customized content is for an event and wherein the steps of obtaining, selecting, and sending are performed periodically such that presentation of the event is customized during presentation of the event in response to changes in the plurality of profiles.

33. A data processing system for customizing content, comprising:

means for obtaining a plurality of profiles for a plurality of clients, wherein each profile within the plurality of profiles is an associated profile associated with a client within the plurality of clients and includes preferences for the client;

means for selecting data streams for each client within the plurality of clients based on an associated profile and client geographic position data to form a set of customized content for the plurality of clients, wherein the client geographic position data is obtained from a positioning system associated with the client; and

means for sending the set of customized content to the plurality of clients, wherein customized content is for an event and wherein the steps of obtaining, selecting, and sending are performed periodically such that presentation of the event is customized during presentation of the event in response to changes in the plurality of profiles.

34. A data processing system for customizing content, comprising:

means for obtaining a plurality of profiles for a plurality of clients, wherein each profile within the plurality of profiles is an associated profile associated with a client within the plurality of clients and includes preferences for the client;

means for selecting data streams for each client within the plurality of clients based on an associated profile and client geographic position data to form a set of customized content for the plurality of clients, wherein the client geographic position data is obtained from a positioning system associated with the client; and

means for sending the set of customized content to the plurality of clients, wherein customized content is for an event and wherein the steps of obtaining, selecting, and sending are performed periodically such that presentation of the event is customized during presentation of the event in response to changes in the plurality of profiles.

\* \* \* \* \*

申請日期: 95-4-12	案號: 70111450
類別: H01L 12/56	

(以上各欄由本局填註)

# 發明專利說明書

545015

一、發明名稱	中文	藉由將相關之元資料封裝入訊息包以傳送內容
	英文	DELIVERING CONTENT BY ENCAPSULATING INTO PACKAGES WITH ASSOCIATED META-DATA
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本案已向

國(地區)申請專利

申請日期

案號

主張優先權

美國 US

2000/06/30 09/608,803

有

有關微生物已寄存於

寄存日期

寄存號碼

無



四、中文發明摘要 (發明之名稱：藉由將相關之元資料封裝入訊息包以傳送內容)

於本發明一具體實施例中，內容係被構成以透過網路傳送給子系統。該內容具有包含內容之封裝(package)。該封裝具有封裝元件(package element)。該封裝和封裝元件使用元資料(meta-data)來標記。該元資料被串化(serialized)成與使用附加語言(markup language)之子系統相容的檔案系統。

英文發明摘要 (發明之名稱：DELIVERING CONTENT BY ENCAPSULATING INTO PACKAGES WITH ASSOCIATED META-DATA)

In one embodiment of the invention, a content is composed for delivery over a network to a subsystem. The content has a package containing a content. The package has package elements. The package and the package elements are tagged using meta-data. The meta-data are serialized into a file system compatible with the subsystem using a markup language.



## 五、發明說明 (1)

### 發明背景

#### 發明領域

本發明關於網路。更特別地，本發明相關於內容傳送。

#### 相關技藝說明

透過網路之資訊散佈現在成為越來越普遍。使用者現在可以存取數以千計的網路資料庫和內容提供商(content providers)以簡易地存取新聞、文章、檔案、股票報價、音樂檔案、影像小品(video clip)。於許多情況中，內容提供商自動地下載資料、新聞、和檔案給用戶。

當對資訊存取的需求越來越高時，封裝資訊內容以有效率地傳送和探索(discovery)是較為經濟的。然而，資訊的充分供應產了許多問題。使用者的興趣隨著時間改變，引進挑選相關資訊的困難度。使用者平台或電腦系統經常地以新硬體和軟體來升級，使得於使用者端的資訊呈現較不有效。

現有封裝技術僅將檔案包裝成.zip或.tar檔案格式。該內容通常會被壓縮並且不以資訊的分類(categorization)與差別(discrimination)來整合。這些技術無法提供關於內容有用的資訊，除了個別檔案的名稱和大小之外。

因此，需要擁有有效率的技術來封裝內容以用於傳送。

#### 綱要簡述

本發明的特徵和優點將從下列本發明的詳述成為更明顯，其中：

圖1A為顯示本發明一具體實施例可以被實施的系統之例



## 五、發明說明 (2)

圖。

圖1B為根據本發明一具體實施例所例示電腦系統之例圖。

圖2為根據本發明一具體實施例，所例示封裝後的內容傳送之例圖。

圖3為根據本發明一具體實施例，所例示如圖2所示封裝合成器之例圖。

圖4為根據本發明一具體實施例，所例示如圖2所示封裝內容標示器(tagger)之例圖。

圖5為根據本發明一具體實施例，所例示如圖2所示封裝內容序化器(serializer)之例圖。

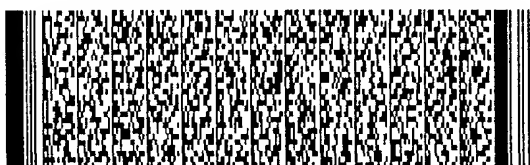
圖6為根據本發明一具體實施例，所例示如圖1所示封裝內容接收器(receiver)之例圖。

#### 發明詳述

本發明為一種技術用以傳送內容到網路中的子系統或節點。內容以用於傳送來合成為具有被封裝內容的封裝元件相對應內容。該封裝和封裝元件使用元資料來標記。元資料然後被序化並且與封裝元件結合成和使用附加語言之接收子系統相容的被序化封裝內容。

內容從數個內容來源收集。內容以所相關的註記(annotation)和其相對的元資料資料被嵌入到封裝。一旦被生成，該封裝成為透過廣播網路的散布單元。

封裝為媒體和具有關於該內容相關元資料的邏輯群組。封裝由封裝元件所造成。封裝和其封裝元件可具有相關的



## 五、發明說明 (3)

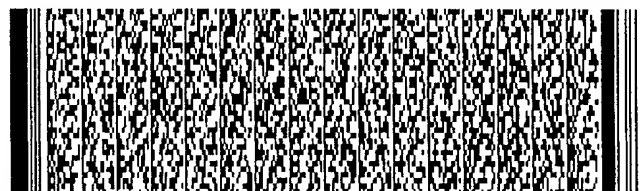
元資料。元資料被定義成內容或對封裝元件和該封裝特徵化的媒體描述器標籤(media descriptor tag)，因而相對應內容可以於廣播網路中以智慧型(intelligent)的方式來使用。封裝元件可以包括超文字附加語言(HyperText Markup Language, HTML)網頁、MP3檔案、QuickTime電影、影像小品、或是任何其他適合的內容。封裝不相依於網路和傳輸機制(mechanism)及政策(policy)。封裝於檔案系統中以唯一的識別器和封裝附加語言資料來呈現。

指定給封裝和封裝元件的元資料在系統中是不變的。換言之，於傳送方和接收方上所使用的元資料具有相同的意義。接收子系統可以加入額外的元資料，但是如內容起始器所組成的原始元資料以所傳送封裝後的內容維持不變。

於以下敘述中，未了解釋的目的，許多細節被陳述以提供對本發明完整的理解。然而，對熟悉本技藝人士而言，這些特定細節不需用來實現本發明是很明顯的。於其他情況中，已知電氣結構和電路以區塊圖形式來顯示，以避免模糊本發明。

圖1A為例示系統10的例圖，其中本發明一個具體實施例於此實現。系統10包括一個傳送子系統或節點20、數個內容來源30、一個網路40、一個接收子系統或節點50，及一個網站60。

傳送子系統20提供內容以傳送至其他子系統或連接到網路40的節點。遞送子系統20可以是網站、內容供應商、網際網路服務提供商(internet service provider, ISP)，



## 五、發明說明 (4)

或任何其他透過網路40傳送、下載、或廣播內容、封裝過內容、資料、和檔案的系統。傳送子系統20可以包括伺服器、電腦系統、或是具有產生及準備將被傳送內容之合適軟硬體的平台。傳送子系統之一個具體實施例顯示於圖1B。傳送子系統20包括封裝內容傳送模組25以傳送包含將被傳送內容的封裝內容27。

內容來源30包括提供將被傳送子系統20所傳送封裝內容的內容之來源。這些來源可以包含網頁內容32、再製化(re-purposed)網頁內容34、所產生內容36和外部內容38。網頁內容32可以包括從像是網站60的網站所存取的網頁和檔案。再製化網頁內容34可以包括先前所存取的網頁和檔案。所產生內容36可以包括已經生成、產生、組成、或產出的內容。外部內容38可以包括任何於其他地方所產生或儲存於子系統20中之其他外部內容。

網路40提供連接到傳送子系統20、接收子系統50、網站60、和其他節點或子系統。網路40可以對應到任何拓樸(topologies)和協定(protocols)。一些例子為網際網路、區域網路(Local Area Network)、廣域網路(Wide Area Network)、廣播網路等。傳輸媒介可以是任何合適的通信媒介，像是空氣、纜線、電磁場、光等。

接收子系統50接收由傳送子系統20所傳送的封裝內容。接收子系統50可以類似於傳送子系統50並且可以包括一個伺服器、一個電腦系統、和一個平台。接收子系統50的一個具體實施例例示於圖1B。接收子系統50包括執行接收功





## 五、發明說明 (5)

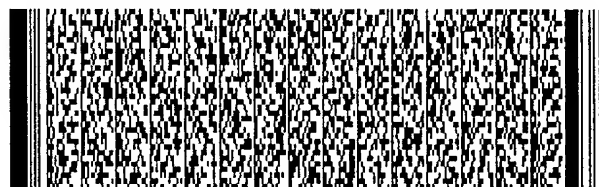
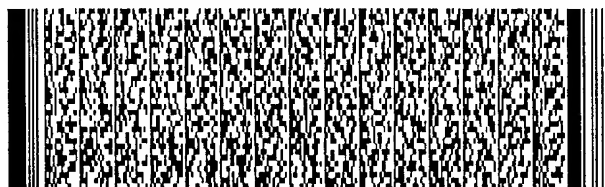
能的封裝內容接收器55。接收子系統50提供介面給使用者以有效地和智慧地使用所接收封包內容。

網站60提供用於下載和捕捉之對資訊、內容、資料、和檔案的存取。網站60可以為提供內容給傳送子系統20的來源。

圖1B為根據本發明之一個具體實施例，所圖示電腦系統100的例圖。電腦系統100做為傳送子系統20或接收子系統50之一部份使用。電腦系統100包括處理器105、主匯流排(host bus)110、主橋接晶片組(host bridge chipset)120、系統記憶體130、週邊組件連接(peripheral component interconnect, PCI)匯流排155、K PCI槽160<sub>1</sub>到160<sub>k</sub>、PCI-對-工業標準配接卡(PCI-to-industry standard adapter, ISA)橋接170、大量儲存裝置(mass storage device)172、輸出入埠174、和ISA匯流排180、和ISA槽185<sub>1</sub>到185<sub>M</sub>。

處理器105代表任何型態架構的中央處理單元，像是複雜指令集電腦(complex instruction set computer, CISC)、精簡指令集電腦(reduced instruction set computer, RISC)，長指令字元(very long instruction word, VLIW)或是混合架構。處理器105透過主匯流排110與主橋接晶片組120介接。主匯流排110可以支援單一處理器或是多重處理器。

主橋接晶片組120包括數個介面電路以允許主處理器105對系統記憶體130和PCI匯流排155的存取。系統記憶體130



## 五、發明說明 (6)

代表一個或更多儲存資訊的機構。例如，系統記憶體130可以包括非揮發性(non-volatile)或揮發性記憶體。這些記憶體的例子包括快閃記憶體(flash memory)、唯讀記憶體(read only memory, ROM)、隨機存取記憶體(random access memory, RAM)。系統記憶體130可以包括封裝內容傳送模組25或是封裝內容接收器55(圖1A)，及其他程式和資料138。當然，系統130最好包含額外的軟體(未顯示)，其不需用以了解本發明。

PCI槽160<sub>i</sub>到160<sub>k</sub>提供到PCI裝置的介面。PCI裝置的例子包括網路介面和媒體介面。網路介面連接到通信網路、如網際網路。網際網路提供對線上服務提供商(on-line service provider)、網頁瀏覽器、和其他網路頻道的存取。媒體介面提供對影音裝置的存取。

PCI-對-工業標準配接卡橋接170提供對ISA匯流排180、大量儲存裝置172、和I/O埠174的存取。大量儲存裝置172包括CD-ROM、軟碟機、和硬碟機。ISA匯流排180具有數個ISA槽185<sub>i</sub>到185<sub>m</sub>介接到ISA裝置。ISA裝置的例子包括資料輸入裝置(如鍵盤、滑鼠)、印表機等。

當用軟體來施作時，本發明的元件基本上為執行必需工作的程式碼區塊。程式或程式碼區塊可以存在處理器可讀取媒介或由嵌入載波(carrier)的電腦資料訊號或是透過傳輸媒介由載器(carrier)所調變的訊號來傳輸。"處理器可讀媒介"可以包括像是大量儲存裝置172之任何可以儲存或傳輸資訊的媒介。處理器可讀媒介的例子包括電子電



## 五、發明說明 (7)

路、半導體記憶體裝置、ROM、快閃記憶體、可抹式ROM (erasable ROM, EROM)、軟碟、光碟CD-ROM、光碟 (optical disk)、硬碟、光纖媒介、無線電頻率鏈路 (radio frequency link) 等。電腦資料訊號可以包括可透過像是電子網路頻道、光纖、空氣、電磁場、RF鏈路等傳輸媒介上傳播的任何訊號。程式碼區塊可以透過像是網際網路、內部網路(Internet)等電腦網路來下載。

封裝內容傳送模組25或封裝內容接收器55可以擁有數個模組耦合至另一邊的模組。軟體模組耦合到另一個模組以接收變數(variables)、參數(parameters)、自變數(arguments)、指標(pointers)等且/或以產生或傳遞結果、修改後的變數、指標等。軟體模組還可以是軟體驅動程式或是介面以與在該平台上執行的作業系統互動。軟體模組也可以是硬體驅動程式以用來組態設定(configure)、設定(set up)、初始(initialize)、傳送和接收資料於硬體裝置。

圖2為根據本發明一具體實施例，所例示封裝後的內容傳送之例圖1A。封裝內容傳送模組25包括封裝產生器(package generator)210、快取管理器(cache manager)230、原生檔案系統(native file system)250。封裝內容傳送模組25可以用硬體、軟體、或軟硬體兩者的組合來施作。

封裝產生器210從內容來源30收集內容並且產生封裝內容27用以傳送到接收子系統50(圖1A)。封裝產生器210包



## 五、發明說明 (8)

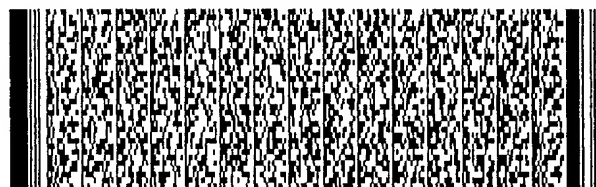
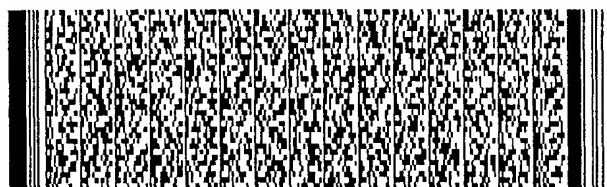
括封裝合成器(composer)212、封裝內容標記器(packaged content tagger)214、和封裝內容序化器216。封裝合成器212從所收集的內容合成。封裝內容標記器214以描述和特徵化相對應封裝元件和封裝的元資料來對封裝和其封裝元件貼上標記。封裝內容序化器216產生封裝內容以合適附加語言來準備傳送。

快取管理器230管理封裝產生器210所運作平台的快取記憶體。快取管理器230提供儲存機構給內容和由封裝產生器210所使用的元資料。檔案系統250提供一環境以組織資料、內容及檔案為一分層檔案組織，檔案系統250提供目錄(directories)、子目錄(subdirectories)和其他檔案設施(facilities)以便利檔案管理。

圖3為根據本發明一具體實施例，所例示如圖2所示封裝合成器212之例圖。封裝合成器212包括收集器(collector)310和組織器(organizer)330。

收集器310收集從內容來源30到後製站(post-production site)以產生封裝320。內容來源30可以包括網頁內容32、再製網頁內容34、所生成內容36、和其他外部內容來源38。內容可以包括超文字附加語言(HTML)網頁、MP3檔案、QuickTime電影、影像小品、或任何其他合式的內容。任何內容來源或提供商可以扮演成內容起始者(originator)或內容聚集者(aggregator)取決於營業模型和與其他內容來源聯合的本質(nature)。

組織器330將所收集到的內容對封裝320組織成N個封裝



## 五、發明說明 (9)

原件 $335_1$ 到 $335_N$ 。每個封裝元件 $335_k$ 對應到一個內容型態。例如，封裝元件 $335_1$ 對應到MP3檔、封裝元件 $335_2$ 可以對應到HTML網頁、封裝元件 $335_3$ 可以對應到另一個HTML網頁等。組織器330提供一個唯一的識別器給每個封裝元件 $335_1$ 到 $335_N$ 。組織器330還與檔案系統250(圖2)互動以將封裝元件儲存到一組檔案或包含聲頻、影像、資料、腳本(script)、可執行程式(executables)和其他內容型態的目錄/子目錄。

圖4為根據本發明一具體實施例，所例示如圖2所示封裝內容標示器214之例圖。封裝內容標示器214包括元件標示器410、封裝元件群組器(grouper)450、封裝標示器470、元資料430、和封裝記號器(marker)490。

元件標示器410和封裝標示器470與元資料430介接以獲得對封裝元件 $335_1$ 到 $335_N$ 和封裝320的標記。元件標示器410從元資料430指定標記給每個封裝元件。

元資料430對封裝元件和封裝320包括標記或描述器。對封裝元件的標記包括元件名稱標記432、元件位置標記434、內容起始標記436、內容過期(expiration)標記438、內容呈現標記440、內容過濾(filtering)標記442、平台標記444，和個人化(personalization)標記446。封裝320的標記包括封裝識別標記448。元件名稱標記432為封裝元件的名稱。元件位置標記434根據一些預先定義位置的協定，指示封裝元件於封裝內的位置。例如，元件位置標記434可以為絕對位址(absolute address)、相對位



## 五、發明說明 (10)

址(relative address)、或指到對應封裝元件的指標。內容起始標記436提供有關於提供對應到封裝元件的內容之內容提供商資訊。資訊可以包括識別器、URL、和內容型態。內容過期標記438指示內容於網路中的生命期(lifetime)。內容呈現標記440由接收子系統中的呈現引擎(presentation engine)來使用以呈現終端使用者的經驗。內容過濾標記442指示內容應該如何被分類來過濾。內容過濾標記442可以用於從簡易比對(simple matching)到相關比對(correlation matching)的較佳演算法(heuristics)。平台標記444被用於將封裝元件裁化成特定平台能力。內容個人化標記446被用來於接收子系統上對使用者將內容過濾和呈現(presentation)個人化成個人喜好。封裝識別標記448指示封裝識別器及/或封裝元件識別器。

封裝元件群組器450將標記封裝元件群組成基於某些預先定義標準的邏輯群組。例如，具有相同標記的封裝元件可以群組在一起。封裝元件群組器450產生群組標記封裝元件(grouped tagged package elements)455。

封裝標記器470以對應的封裝標記來標記封裝320。封裝標示器490標示標記的封裝以包含在成為將被傳送的封裝內容一部份之撥放列(playlist)495。

圖5為根據本發明一具體實施例，所例示如圖2所示封裝內容序化器216之例圖。封裝內容序化器216包括呈現器(representer)510、綱要(schema)530、和轉換器



## 五、發明說明 (11)

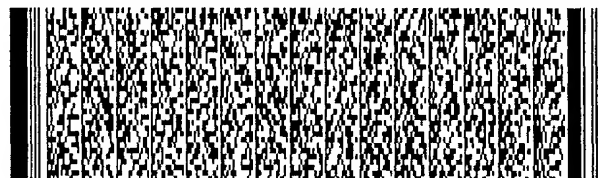
(transformer)550。

呈現器510對封裝320使用綱要530來呈現元件標記和封裝標記。綱要530提供呈現用的架構(framework)。典型地，綱要530依循一些通用標準或協定，因而傳送的封裝內容成為不相依於網路和傳輸媒介機能和政策。於一個具體實施例中，綱要530為基於可延展附加語言(extensible markup language, XML)。呈現器510產生附加語言元件515<sub>1</sub>到515<sub>N</sub>並且附加語言封裝518分別對應到元件標記415<sub>1</sub>到415<sub>N</sub>和封裝標記475。

轉換器550將附加語言元件515<sub>1</sub>到515<sub>N</sub>、附加語言封裝518和封裝320或撥放列495與所有封裝元件335<sub>1</sub>到335<sub>N</sub>結合在一起並且轉換成序化封裝附加語言之封裝內容555。序化封裝附加語言之封裝內容555成為將傳送給接收子系統50之傳送封裝內容27(圖1)。傳送封裝內容27也與檔案系統250(圖2)相容，其與接收子系統50的檔案系統相容。

圖6為根據本發明一具體實施例，所例示如圖1所示封裝內容接收器55之例圖。封裝內容接收器55包括接收器介面610、接收器元資料618、使用者設定615、接收器組織器630、快取管理器650、和接收器檔案系統660。

接收器介面610接收傳送封裝內容27並且根據像是接收器使用者設定615的一些預先定義喜好來分析(parse)傳送封裝內容27。接收器介面610也可以用接收器元資料618標記傳送封裝內容27。接收器介面610然後根據接收器使用者設定615產生具有修改後的內容的預先處理封裝620。例



## 五、發明說明 (12)

如，接收器介面610可以保留具有符合在接收器子系統50上設定的使用者過濾標準的過濾標記之封裝元件。另一範例是，接收器介面610可以忽略具有超過接收器使用者所設定的限定之過期標記(過時新聞文章)的封裝元件。

接收器組織器630根據接收器檔案系統660組織預先處理封裝620。快取管理器650管理接收器組織器630所運作平台的快取記憶體。快取管理器650提供已組織封裝的儲存機能。當組織封裝內容時，接收器組織器630也使用標記接收器元資料。根據已定義標準和設定篩出封裝內容，封裝內容接收器55允許接收器使用者以智慧型的方式存取封裝內容，以個人化成使用者的喜好和標準。

於本發明以參考例示具體實施例來描述後，這些敘述並不想以限定的意義來解釋。對熟悉本發明所相關技藝人士很明顯的例示具體實施例和本發明其他具體實施例之各種修改，將被視為於本發明精神和範圍之內。





## 圖式簡單說明

圖式元件符號說明

- 10 系統
- 20 傳送子系統
- 25 封裝內容傳送模組
- 27 封裝內容
- 30 內容來源
- 32 網頁內容
- 34 再製化網頁內容
- 36 所產生內容
- 38 外部內容
- 40 網路
- 50 接收子系統
- 55 封裝內容接收器
- 60 網站
- 100 電腦系統
- 105 處理器
- 110 主匯流排
- 120 主橋接晶片組
- 130 系統記憶體
- 138 其他程式和資料
- 155 週邊組件連接(PCI)匯流排
- 160<sub>I</sub>~160<sub>K</sub> PCI 槽
- 170 PCI-對-工業標準配接卡(ISA)橋接
- 172 大量儲存裝置



## 圖式簡單說明

174 輸 出 入 (I/O) 埠  
180 ISA 匯 流 排  
185<sub>1</sub> ~ 185<sub>M</sub> ISA 槽  
210 封 裝 產 生 器  
212 封 裝 合 成 器  
214 封 裝 內 容 標 記 器  
216 封 裝 內 容 序 化 器  
230 快 取 管 理 器  
250 檔 案 系 統  
310 收 集 器  
320 封 裝  
330 組 織 器  
335<sub>1</sub> ~ 335<sub>N</sub> 封 裝 元 件  
410 元 件 標 示 器  
430 元 資 料  
432 元 件 名 稱 標 記  
434 元 件 位 置 標 記  
436 內 容 起 始 標 記  
438 內 容 過 期 標 記  
440 內 容 呈 現 標 記  
442 內 容 過 濾 標 記  
444 平 台 標 記  
446 內 容 個 人 化 標 記  
448 封 裝 識 別 標 記  
450 封 裝 元 件 群 組 器



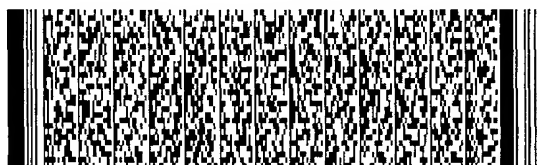
## 圖式簡單說明

- 455 群組標記封裝元件
- 470 封裝標示器
- 475 封裝標記
- 490 封裝記號器
- 495 撥放列
- 510 呈現器
- 515<sub>1</sub>~515<sub>N</sub> 附加語言元件
- 518 附加語言封裝
- 530 綱要
- 550 轉換器
- 555 序化封裝附加語言之封裝內容
- 610 接收器介面(預先處理器)
- 615 使用者設定
- 618 接收器元資料
- 620 預先處理封裝
- 630 接收器組織器
- 650 快取管理器
- 660 接收器檔案系統



## 六、申請專利範圍

1. 一種用以封裝一內容以透過網路傳送之方法，包含：  
組成一封裝內容用以透過網路傳送給一子系統，該封裝內容具有包含內容的封裝，該封裝具有封裝元件；  
使用元資料標記該封裝和封裝元件；和  
將元資料序列化成為相容於一使用附加語言子系統的檔案系統。
2. 如申請專利範圍第1項的方法，其中該組成包含：  
收集從多重內容來源來的封裝元件內容；和  
將該封裝元件組織成一組檔案。
3. 如申請專利範圍第2項的方法，其中內容來源為網頁內容、再製網頁內容、被產生內容、和外部內容其中之一。
4. 如申請專利範圍第3項的方法，其中內容來源為影像、資料、腳本、和可執行內容其中之一。
5. 如申請專利範圍第2項的方法，其中該組織包含：  
提供唯一識別器給每個封裝元件；和  
將封裝元件儲存在對應到該組檔案的檔案系統。
6. 如申請專利範圍第1項的方法，其中該標記包含：  
指定元件標記給每個封裝元件；  
根據相關元件標記將封裝元件群組在一起；  
基於形成元資料之群組封裝元件、封裝標記、與元件標記，指定封裝標記給該封裝；  
標記封裝以用於包含入撥放列。
7. 如申請專利範圍第6項的方法，其中元件標記為元件



## 六、申請專利範圍

位置標記、元件名稱標記、內容起始者標記、內容呈現標記、內容過濾標記、平台標記、個人化標記其中之一。

8. 如申請專利範圍第1項的方法，其中該序列化包含：  
使用以附加語言為主的綱要來呈現元資料；並且  
將所呈現的元資料和封裝轉換成對應到檔案系統的封裝內容。

9. 如申請專利範圍第8項的方法，其中呈現該元資料的方法包含：

使用可延伸附加語言(XML)綱要來呈現元資料。

10. 一種用以透過網路傳送一內容之方法，包含：

處理一從傳送子系統透過網路所傳送的封裝內容，該封裝內容具有一個以相關元資料使用附加語言所裝入的封裝，該封裝具有對應到內容的封裝元件；和

根據一接收器檔案系統組織該已處理的封裝內容。

11. 如申請專利範圍第10項的方法，其中該處理包含：

解析該封裝內容以萃取封裝元件；和

根據元資料排序該封裝元件。

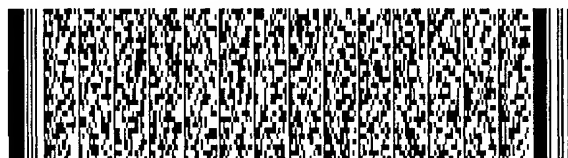
12. 如申請專利範圍第11項的方法，其中該排序包含：

將元資料與使用者設定相配。

13. 一種電腦程式產品，包含：

一具有電腦程式碼內嵌於其中的機器可使用媒介，該電腦程式產品具有：

電腦可讀程式碼，係合成一已封裝的內容，用以透過網路傳送給一子系統，該已封裝的內容具有一包含內容的封



## 六、申請專利範圍

裝，該封裝具有封裝元件；

電腦可讀程式碼，係使用元資料來標記該封裝和封裝元件；

電腦可讀程式碼，係使用附加語言而序列化元資料成一相容於該子系統的檔案系統。

14. 如申請專利範圍第13項的電腦程式產品，其中用來合成的電腦可讀程式碼包含：

從數個內容來源收集封裝元件的內容之電腦可讀程式碼；和

將該封裝元件組織成一組檔案的電腦可讀程式碼。

15. 如申請專利範圍第14項的電腦程式產品，其中內容來源為網頁內容、再製網頁內容、被產生內容、和外部內容其中之一。

16. 如申請專利範圍第15項的電腦程式產品，其中內容來源為影像、資料、腳本、和可執行內容其中之一。

17. 如申請專利範圍第14項的電腦程式產品，其中用以組織之電腦可讀程式碼包含：

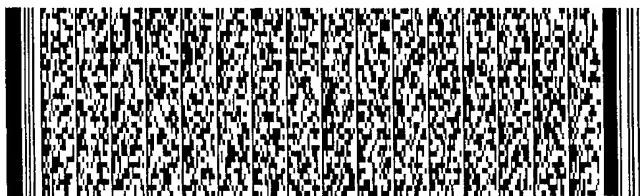
提供唯一的識別器給每個封裝元件的電腦可讀程式碼；

儲存該封裝元件於對應於該組檔案的檔案系統中之電腦可讀程式碼。

18. 如申請專利範圍第13項的電腦程式產品，其中用以標記之電腦可讀程式碼包含：

指定一個元件標記給每個封裝元件的電腦可讀程式碼；

根據對應元件標記將封裝元件群組的電腦可讀程式碼；



## 六、申請專利範圍

指定封裝標記給基於群組封裝元件的封裝、該封裝標記和該元件標記形成元資料之電腦可讀程式碼；和

對該封裝做記號以包含入撥放列的電腦可讀程式碼。

19. 如申請專利範圍第18項的電腦程式產品，其中該元件標記為元件位置標記、元件名稱標記、內容起始者標記、內容呈現標記、內容過濾標記、平台標記、個人化標記其中之一。

20. 如申請專利範圍第13項的電腦程式產品，其中用以序列化之電腦可讀程式碼包含：

使用基於附加語言的綱要來呈現元資料之電腦可讀程式碼；和

將所呈現元資料和該封裝轉換成對應於該檔案系統的封裝內容之電腦可讀程式碼。

21. 如申請專利範圍第20項的電腦程式產品，其中用以呈現之電腦可讀程式碼包含：

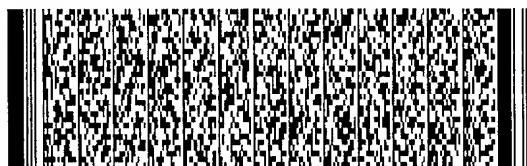
使用可延伸附加語言(XML)綱要來呈現元資料之電腦可讀程式碼。

22. 一種電腦程式產品，包含：

一具有電腦程式碼內嵌於此的機器可使用媒介，該電腦程式產品具有：

處理從傳送子系統透過網路所傳送的封裝內容、該封裝內容具有以使用附加語言的相關元資料裝入的封裝、該封裝具有相關於內容的封裝元件之電腦可讀程式碼；和

根據接收器檔案系統組織所處理封裝內容的電腦可讀程



## 六、申請專利範圍

式碼。

23. 如申請專利範圍第22項的電腦程式產品，其中用以處理之電腦可讀程式碼包含：

解析封裝內容以萃取封裝元件的電腦可讀程式碼；和  
根據元資料排序該封裝元件的電腦可讀程式碼。

24. 如申請專利範圍第23項的電腦程式產品，其中用以排序之電腦可讀程式碼包含：

將元資料與使用者設定相配。

25. 一種用以封裝一內容以透過網路傳送之系統，包含：

一檔案系統；

一耦合至該檔案系統以管理快取記憶體之快取管理器；  
和

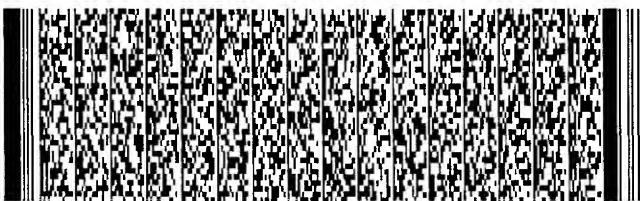
一耦合至快取管理器以透過網路傳送一已封裝內容給一子系統的封裝內容傳送模組，該已封裝內容傳送模組包含：

一合成器，用以合成封裝內容、該封裝內容具有包含內容的封裝，該封裝具有封裝元件，

一標記器，耦合至該合成器以對該封裝和使用元資料的封裝元件做標記，和

一序列化器，耦合至該標記器以利用一附加語言將該元資料序列化成一與該子系統相容的檔案系統。

26. 如申請專利範圍第25項的系統，其中該合成器包含：





## 六、申請專利範圍

一收集器，以從數個內容來源收集封裝元件的內容；和  
一組織器，耦合至該收集器以將封裝元件組織成一組檔案。

27. 如申請專利範圍第26項的系統，其中內容來源為網頁內容、再製網頁內容、被產生內容、和外部內容其中之一。

28. 如申請專利範圍第27項的系統，其中內容來源為影像、資料、腳本、和可執行內容其中之一。

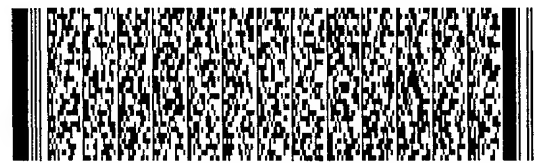
29. 如申請專利範圍第26項的系統，其中該組織器提供唯一的識別器給每個封裝元件；並且儲存該封裝元件於對應於該組檔案的檔案系統中。

30. 如申請專利範圍第25項的系統，其中標記器包含：

一元件標記器，以將元件標記指定給每個封裝元件；  
一元件群組器，耦合至元件標記器以根據相對應元件標記將該封裝元件群組在一起；  
一封裝標記器，以根據群組之封裝元件、封裝標記及形成元資料之元件標記指定給一封裝；及  
一封裝記號器，耦合至該封裝標記器以對該封裝做記號來包含入撥放列。

31. 如申請專利範圍第30項的系統，其中該元件標記為元件位置標記、元件名稱標記、內容起始者標記、內容呈現標記、內容過濾標記、平台標記、個人化標記其中之一。

32. 如申請專利範圍第25項的系統，其中該序列化器包



## 六、申請專利範圍

含：

一呈現器，使用基於附加語言的綱要以呈現該元資料；  
和  
一轉換器，耦合至該呈現器以將所呈現元資料和該封裝  
換成對應於該檔案系統的封裝內容。

33. 如申請專利範圍第32項的系統，其中該呈現器包含：

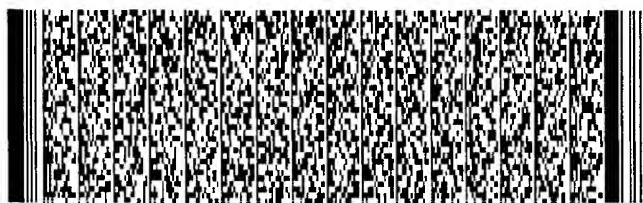
一可延伸附加語言(XML)呈現器以使用XML綱要以呈現元資料。

34. 一種用以透過網傳送一內容之系統，包含：

一儲存設備，以儲存使用者設定；  
一接收器介面，耦合至該儲存設備以根據使用者設定處理封裝內容，該封裝內容透過網路從傳送子系統來傳送，該封裝內容具有使用附加語言以相關元資料裝入之封裝，該封裝具有對應到內容的封裝元件；和  
一接收器組織器，耦合至該接收器介面根據接收器檔案系統以組織該處理封裝內容。

35. 如申請專利範圍第34項的系統，其中接收器介面包含：

一解析器，以解析該封裝內容，該解析器萃取該封裝元件；和  
一排序器，耦合至該解析器以根據元資料排序該封裝元件。



## 六、申請專利範圍

36. 如申請專利範圍第35項的系統，其中該排序器包含：

一匹配器，以將元資料與使用者設定相匹配。



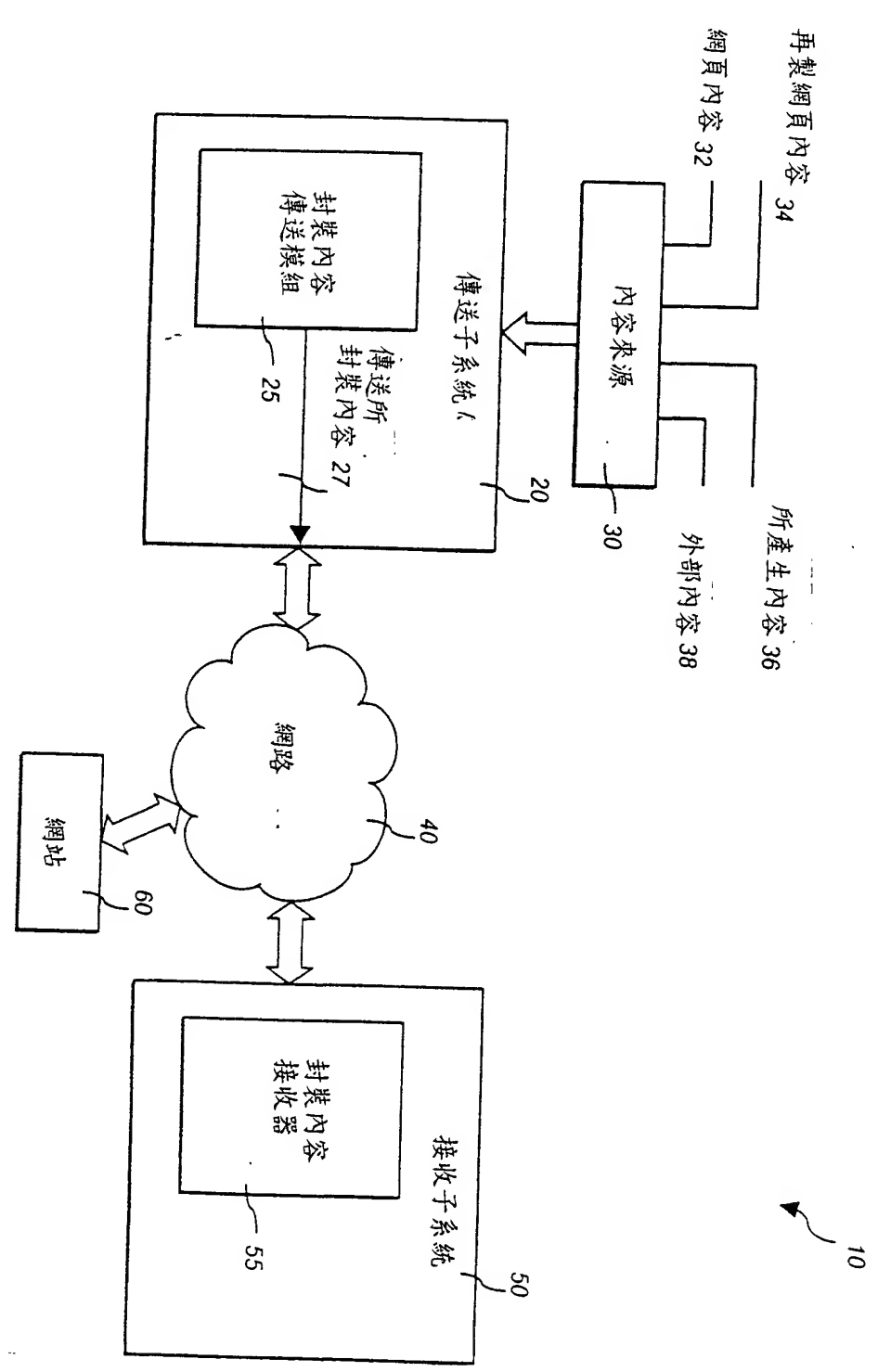


圖 1A

圖式

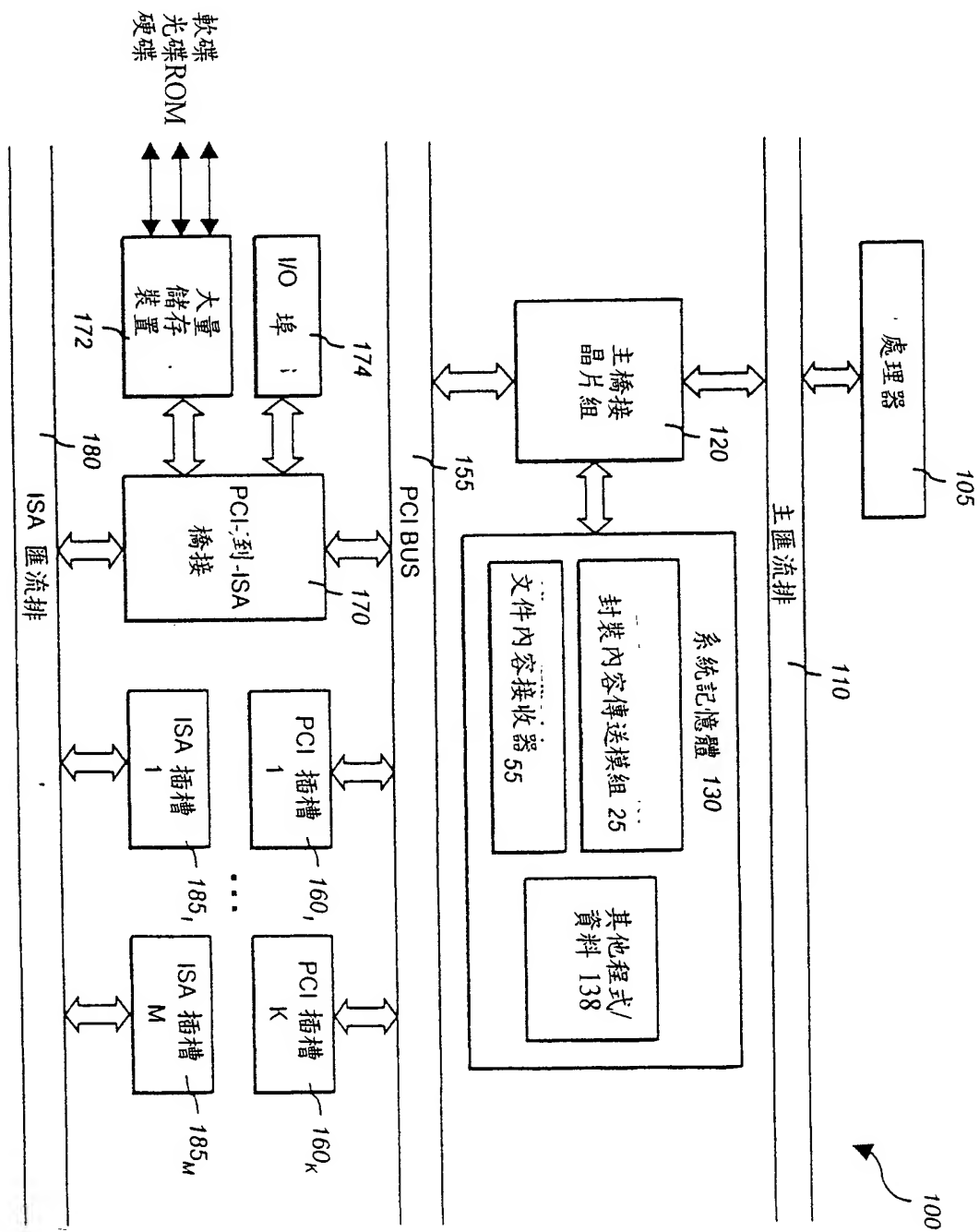


圖 1B

圖式

圖式

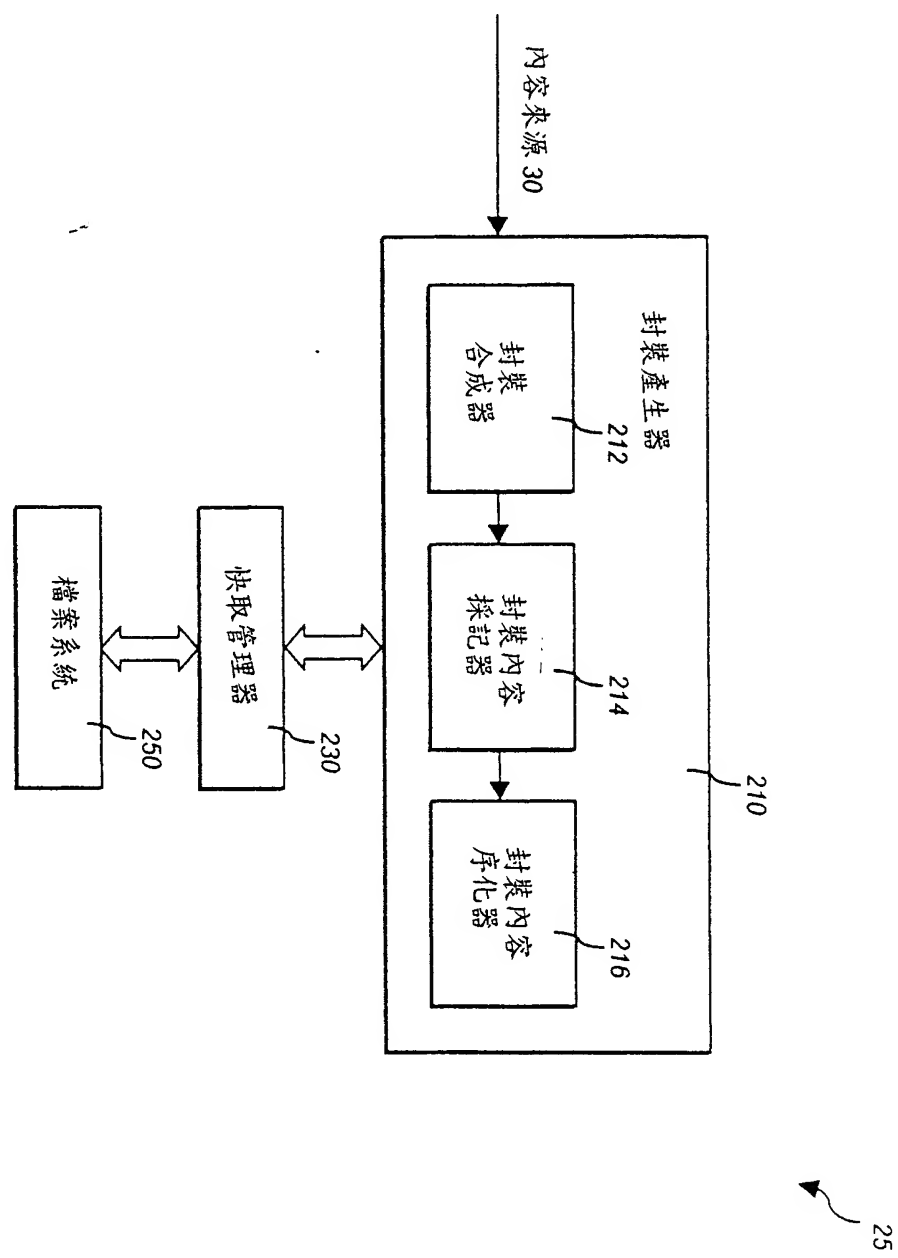


圖 2

圖式

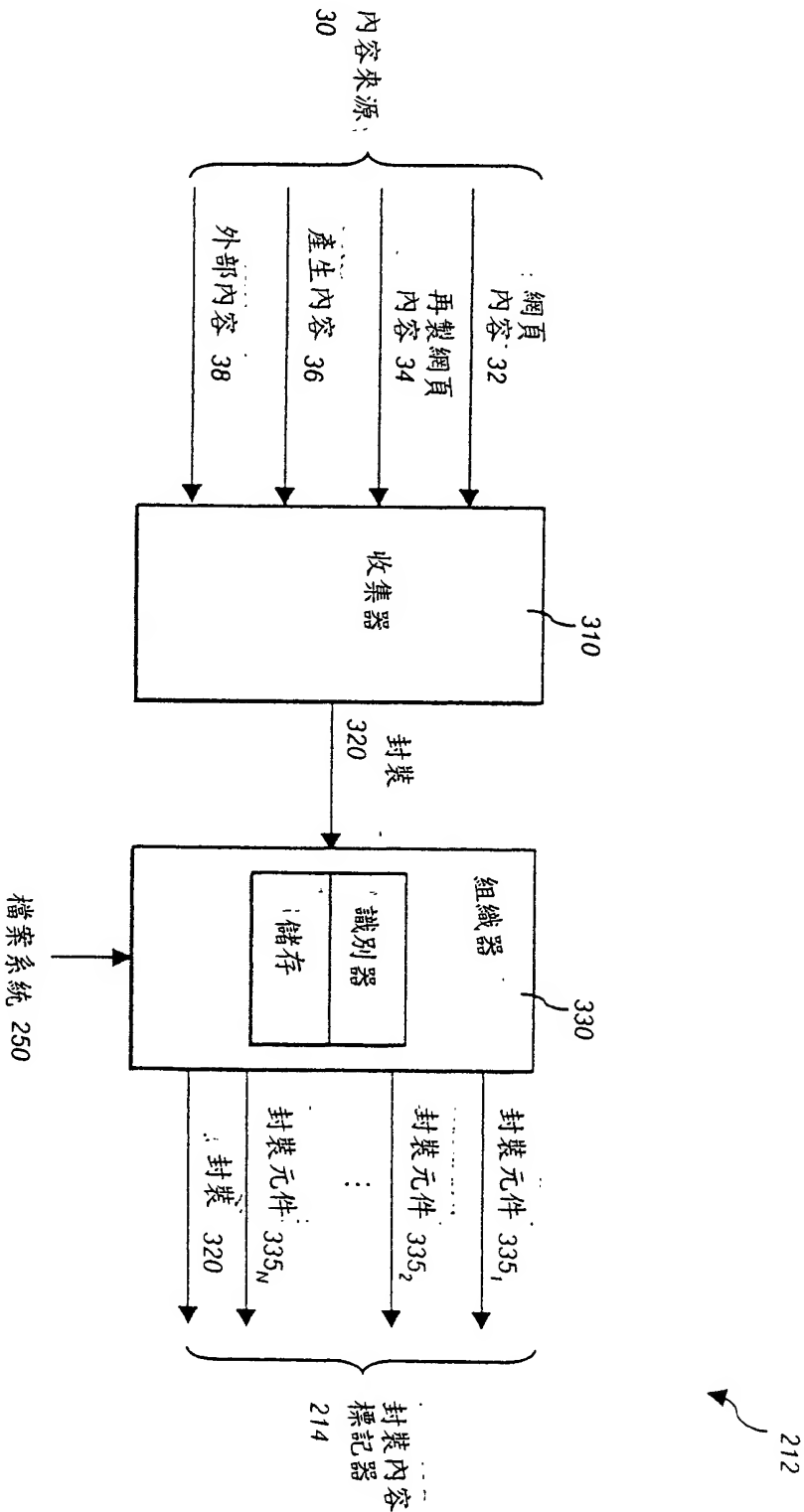


圖 3

圖式

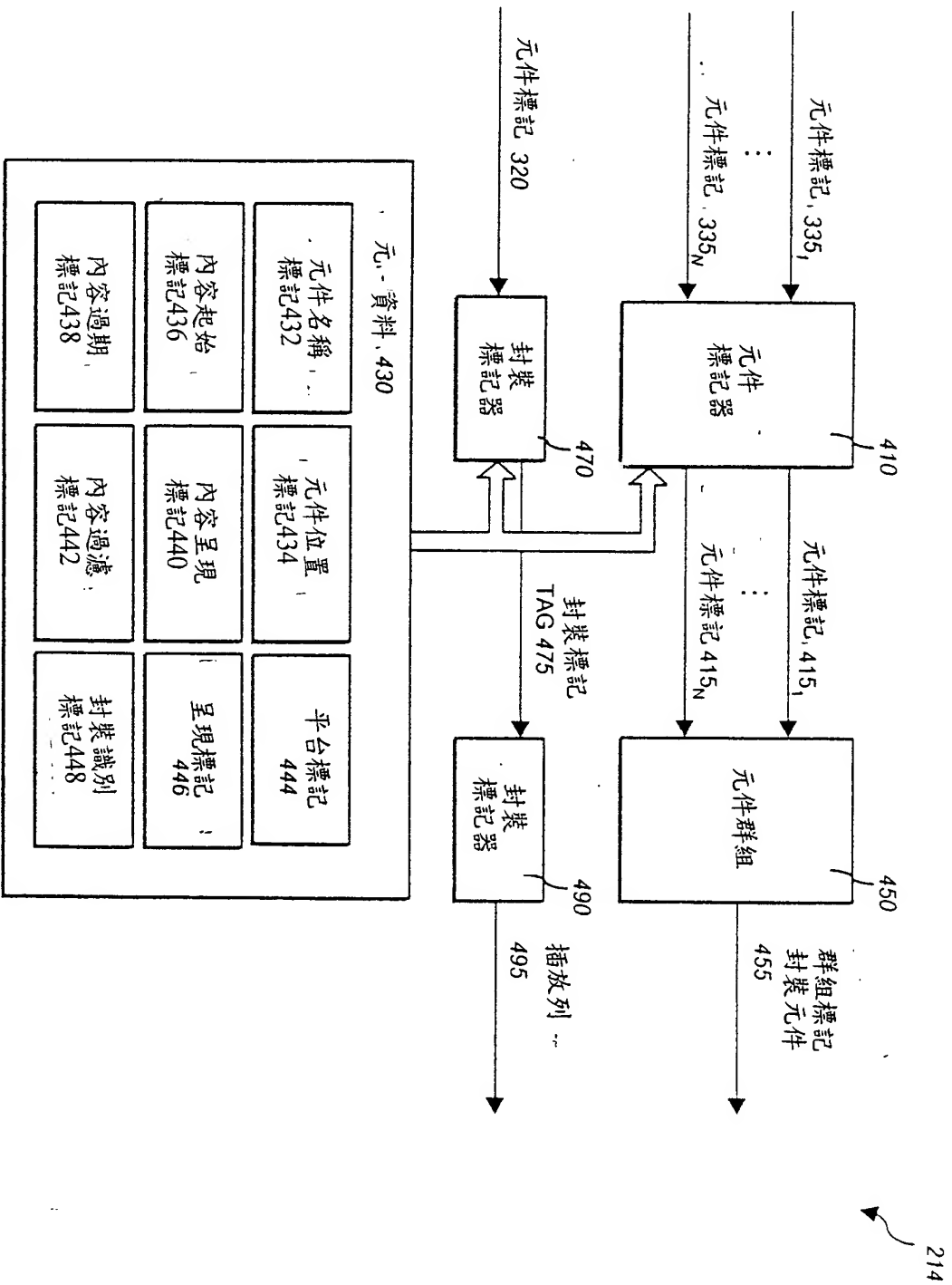


圖 4



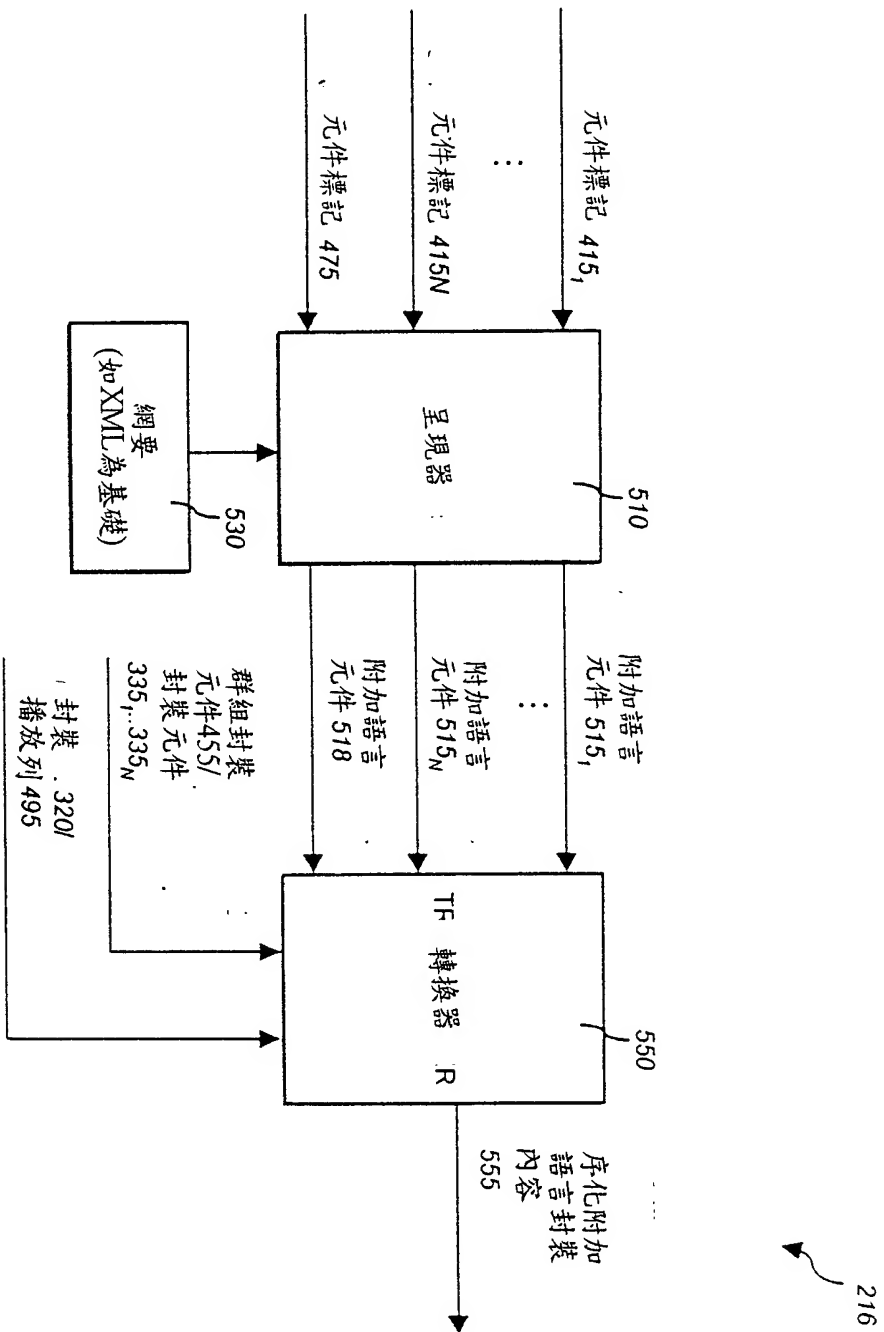


圖 5

圖式

圖式

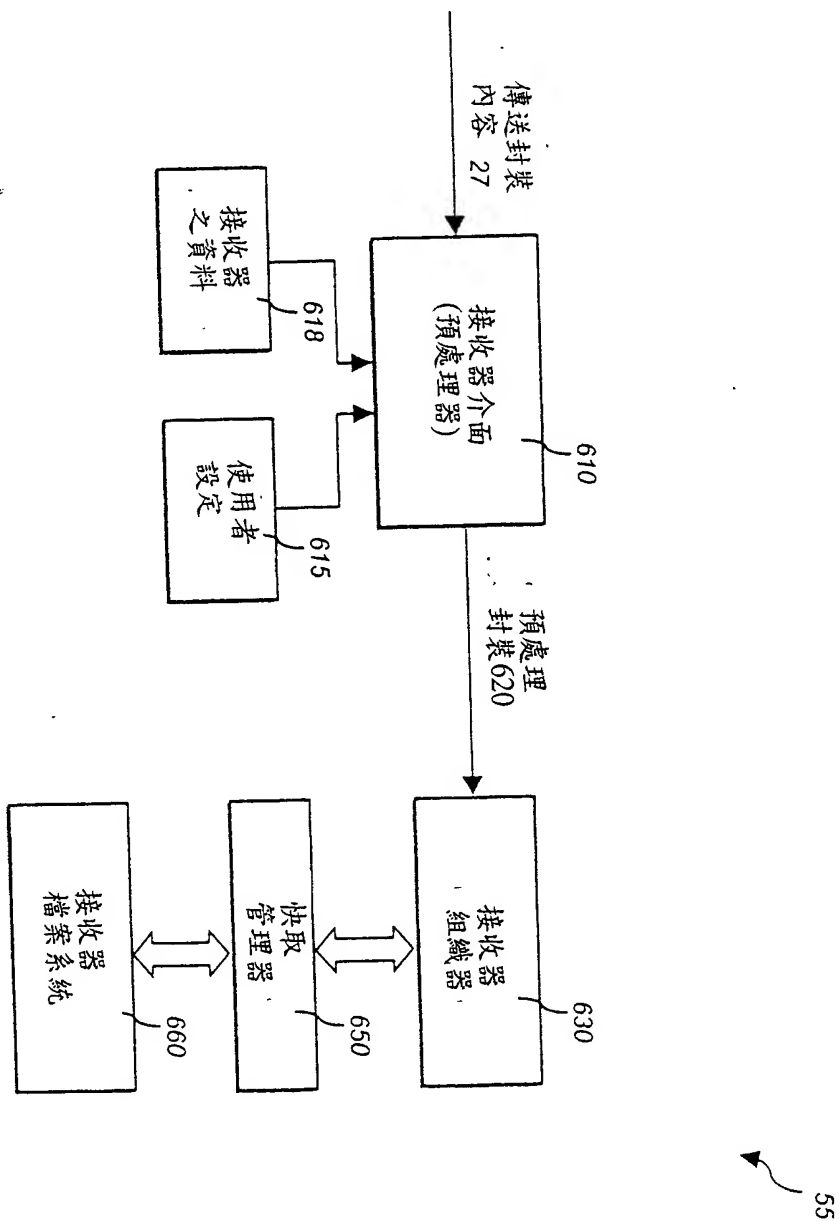


圖 6